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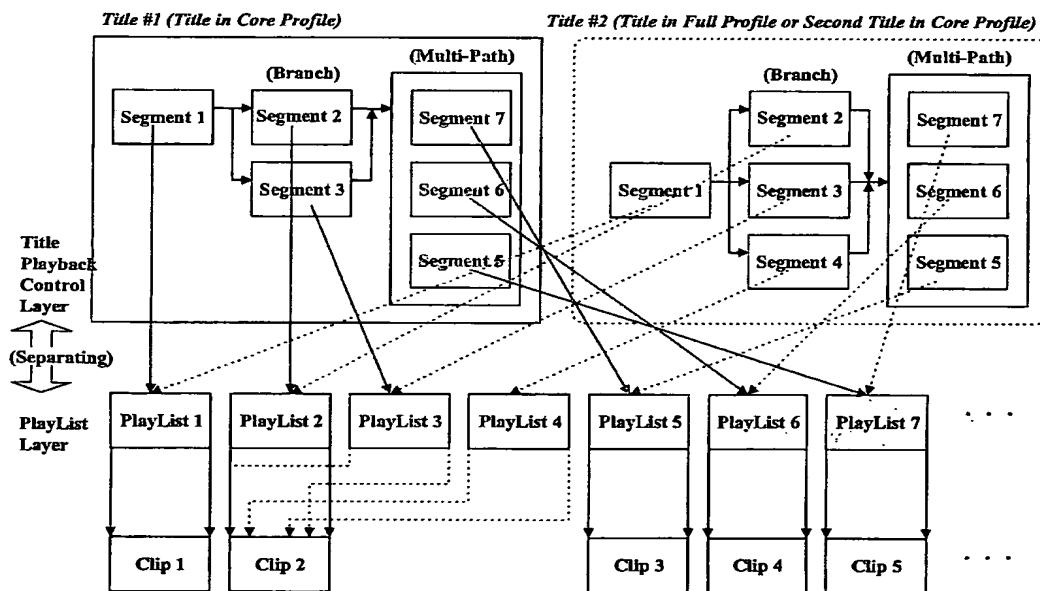
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(54) Title: RECORDING MEDIUM HAVING DATA STRUCTURE FOR MANAGING PLAYBACK CONTROL AND RECORDING AND REPRODUCING METHODS AND APPARATUSES



(57) Abstract: The data structure on the recording medium includes a navigation area storing an information file. The information file includes a plurality of navigation segments representing one or more reproduction paths of a title. Each of the navigation segments includes at least one navigation command, and a number of the navigation segments each include a navigation command for launching a playlist. One of the navigation segments is an entry navigation segment of the title.

WO 2004/075183 A1



For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

DESCRIPTION

RECORDING MEDIUM HAVING DATA STRUCTURE FOR MANAGING PLAYBACK CONTROL AND RECORDING AND REPRODUCING METHODS AND APPARATUSES

5 1. TECHNICAL FIELD

The present invention relates to a recording medium having a data structure for managing playback control of at least one title as well as methods and apparatuses for reproduction and recording.

2. BACKGROUND ART

10 The standardization of new high-density read only and rewritable optical disks capable of recording large amounts of high-quality video and audio data has been progressing rapidly and new optical disk related products are expected to be commercially available in the near future. The Blu-ray Disc Rewritable (BD-RE) 15 is one example of these new optical disks.

Fig. 1 illustrates the file structure of the BD-RE. The file structure or data structure provides for managing the reproduction of the video and audio data recorded on the BD-RE. As shown, the data structure includes a root directory that contains at least 20 one BDAV directory. The BDAV directory includes files such as 'info.bdav', 'menu.tidx', and 'mark.tidx', a PLAYLIST subdirectory in which playlist files (*.rpls and *.vpls) are stored, a CLIPINF subdirectory in which clip information files (*.clpi) are stored, and a STREAM subdirectory in which MPEG2-formatted A/V 25 stream clip files (*.m2ts) corresponding to the clip information files are stored. In addition to illustrating the data structure of the optical disk, Fig. 1 represents the areas of the optical disk. For example, the general information file info.bdav is stored in a general information area or areas on the optical disk.

Because the BD-RE data structure and disk format as illustrated in Fig. 1 is well-known and readily available, only a brief overview of the file structure will be provided in this disclosure.

5 As alluded to above, the STREAM directory includes MPEG2-formatted A/V stream files called clip files. The STREAM directory may also include a special type of clip referred to as a bridge-clip A/V stream file. A bridge-clip file is used for making seamless connection between two or more presentation intervals
10 selected in the clip files, and generally have a small data size compared to clip files. The A/V stream includes source packets of video and audio data. For example, a source packet of video data includes a header and a transport packet. A source packet includes a source packet number, which is generally a sequentially assigned
15 number that serves as an address for accessing the source packet. Transport packets include a packet identifier (PID). The PID identifies the sequence of transport packets to which a transport packet belongs. Each transport packet in the sequence will have the same PID.

20 The CLIPINF directory includes a clip information file associated with each A/V stream file. The clip information file indicates, among other things, the type of A/V stream associated therewith, sequence information, program information and timing information. The sequence information describes the arrival time
25 basis (ATC) and system time basis (STC) sequences. For example, the sequence information indicates, among other things, the number of sequences, the beginning and ending time information for each sequence, the address of the first source packet in each sequence and the PID of the transport packets in each sequence. A sequence
30 of source packets in which the contents of a program is constant is called a program sequence. The program information indicates, among other things, the number of program sequences, the starting address for each program sequence, and the PID(s) of transport

packets in a program sequence.

The timing information is referred to as characteristic point information (CPI). One form of CPI is the entry point (EP) map. The EP map maps a presentation time stamp (e.g., on an arrival time basis (ATC) and/or a system time basis (STC)) to a source packet address (i.e., source packet number). The presentation time stamp (PTS) and the source packet number (SPN) are related to an entry point in the AV stream; namely, the PTS and its related SPN point to an entry point on the AV stream. The packet pointed to is often referred to as the entry point packet.

The PLAYLIST directory includes one or more playlist files. The concept of a playlist has been introduced to promote ease of editing/assembling clips for playback. A playlist file is a collection of playing intervals in the clips. Each playing interval is referred to as a playitem. The playlist file, among other things, identifies each playitem forming the playlist, and each playitem, among other things, is a pair of IN-point and OUT-point that point to positions on a time axis of the clip file (e.g., presentation time stamps on an ATC or STC basis). Expressed another way, the playlist file identifies playitems, each playitem points to a clip file or portion thereof and identifies the clip information file associated with the clip file. The clip information file is used, among other things, to map the playitems to the clip of source packets.

A playlist directory may include real playlists (*.rpls) and virtual playlists (*.vpls). A real playlist can only use clips and not bridge-clips. Namely, the real playlist is considered as referring to parts of clips, and therefore, conceptually considered equivalent in disk space to the referred to parts of the clips. A virtual playlist can use both clips and bridge-clips, and therefore, the conceptual considerations of a real playlist do not exist with virtual playlists.

The info.bdav file is a general information file that

provides general information for managing the reproduction of the A/V stream recorded on the optical disk. More specifically, the info.bdav file includes, among other things, a table of playlists that identifies the file names of the playlist in the PLAYLIST 5 directory of the same BDAV directory.

The menu.tidx, menu.tdt1 and menu.tdt2 files store information related to menu thumbnails. The mark.tidx, mark.tdt1 and mark.tdt2 files store information that relates to mark thumbnails. Because these files are not particularly relevant to 10 the present invention, they will not be discussed further.

The standardization for high-density read-only optical disks such as the Blu-ray ROM (BD-ROM) is still under way. An effective data structure for managing playback control of a title or titles recorded on the high-density read-only optical disk such as a 15 BD-ROM is not yet available.

3. DISCLOSURE OF INVENTION

The recording medium according to the present invention includes a data structure for managing playback control of at least one title recorded on the recording medium.

20 In one exemplary embodiment, a navigation area stores an information file including a plurality of navigation segments representing one or more reproduction paths of a title. Each of the navigation segments includes at least one navigation command. A number of the navigation segments each include a navigation 25 command for launching a playlist, and one of the navigation segments is an entry navigation segment of the title.

In one exemplary embodiment, each branch point along the one or more reproduction paths occurs at a boundary of a launched playlist. In another embodiment, each of the navigation segments 30 forming the one or more reproduction paths of the title includes a navigation command for launching a playlist.

The present invention further provides apparatuses and methods for recording and reproducing the data structure according

to the present invention.

4. BRIEF DESCRIPTION OF DRAWINGS

The above features and other advantages of the present invention will be more clearly understood from the following 5 detailed description taken in conjunction with the accompanying drawings, in which:

Fig. 1 illustrates the prior art file or data structure of a rewritable optical disk according to the Blu-ray Disc Rewritable (BD-RE) standard;

10 Fig. 2 illustrates an embodiment of a data structure and method for managing playback control of a high-density recording medium such as a BD-ROM;

Fig. 3 illustrates an example of a data structure including a TITLE directory;

15 Fig. 4 illustrates another embodiment of a data structure according to the present invention;

Fig. 5 illustrates a schematic diagram of a partial structure of an optical disc reproducing apparatus where the present invention is applied; and

20 Fig. 6 illustrates an embodiment of a recording and reproducing apparatus according to the present invention.

5. MODES FOR CARRYING OUT THE INVENTION

In order that the invention may be fully understood, exemplary embodiments thereof will now be described with reference 25 to the accompanying drawings.

A high-density recording medium such as a high density optical disk, for example, a Blu-Ray ROM (BD-ROM), BD-RE, etc. in accordance with the invention has a file or data structure for managing reproduction of, for example, video and audio data. Some 30 aspects of the data structure according to the present invention are the same as the well-known BD-RE standard, as such these aspects will not be repeated. Instead, only the different aspects of the

data structures according to the embodiments of the present invention will be described in detail for the sake of brevity.

Programs, video and audio data are typically organized as individual titles; for example, different movies represented by 5 video and audio data are organized as different titles.

Furthermore, a title may be organized into individual chapters in much the same way a book is often organized into chapters.

Because of the large storage capacity of the newer, high-density recording media such as BD-ROM and BD-RE optical disks, 10 different titles, interactive titles, various versions of a title or portions of a title may be recorded, and therefore, reproduced from the recording media. For example, video data representing different camera angles may be recorded on the recording medium. As another example, versions of title or portions thereof 15 associated with different languages may be recorded on the recording medium. As a still further example, a director's version and a theatrical version of a title may be recorded on the recording medium. Or, an adult version, young adult version and young child version (i.e., different parental control versions) of a title or 20 portions of a title may be recorded on the recording medium. Each version, camera angle, etc. represents a different reproduction path, and the video data in these instances is referred to as multiple reproduction path video data.

Fig. 2 illustrates an embodiment of a data structure and 25 method for managing playback control of a title of a high-density recording medium such as a BD-ROM. As shown, A/V streams recorded on a BD-ROM are stored and managed as clip files, and playlists associated with the clip files are managed for playback control of the clip files. In addition, segments associated with the 30 playlists are newly defined and, for example, multiple titles in which some of the segments are arranged in different sequences are managed.

The playlists referencing the recorded A/V stream clip files

are managed in a playlist layer, whereas the playback of playlists such as for multiple titles are managed in a title playback control layer. As a result, the clip files, playlists and multi-titles are managed separately.

5 In Fig. 2, a first title Title #1 contains Segment 1 through Segment 7 linked to each other in a specific sequence, wherein Segments 2 and 3 constitute a branch structure (a branch multi-path structure) and Segments 5, 6, and 7 constitute a multi-path structure. A segment is a navigation command field providing at 10 least one navigation command associated with reproduction of the recording medium. For example, the entry segment, Segment 1, provides navigation commands for playback of PlayList 1. The Segment 2 and Segment 3 provide navigation commands for playback of PlayList 2 and PlayList 3, respectively. While PlayList 2 15 references and controls playback of the entire A/V stream of Clip 2, PlayList 3 references and controls playback of only a part of the A/V stream of Clip 2.

Similarly, the Segments 5, 6, and 7 provide navigation commands for playback of PlayLists 5, 6, and 7, respectively. As 20 discussed above, Segments 5, 6 and 7 provide navigation information for different reproduction path. For example, the A/V stream referenced by PlayList 5 may be marked as valid in Korea, the A/V stream referenced by PlayList 6 may be marked as valid in the USA, and the A/V stream referenced by PlayList 7 may be marked as valid 25 in Japan.

As shown in Fig. 2, each branch point along the one or more reproduction paths occurs at a boundary of a launched playlist.

Title #2 in Fig. 2 may be recorded and managed as either a complementary second title or a distinct title. In Title #2, 30 Segments 2, 3, and 4 constitute a branch structure and Segments 5, 6, and 7 constitute a multi-path structure. Title #2 may contain playlists that are associated with Title #1 or may only contain new playlists. Again, each branch point along the one or more

reproduction paths occurs at a boundary of a launched playlist.

The playback sequence and playback control information for the segments contained in Title #2 may be recorded by a program such as 'Java Scriptor', whereas the playback sequence and playback 5 control information for the segments contained in Title #1 may be recorded as commands. Titles exclusively for playing main A/V data are classified as core-profile titles and titles having additional contents such as director's commentary are classified as full-profile titles

10 Such titles may be stored in a TITLE directory belonging to the BD-ROM file structure. Fig. 3 illustrates an example of a data structure including a TITLE directory. In Fig. 3, for example, the root directory contains a BD-ROM directory and the BD-ROM directory contains a TITLE directory in which a title file named 15 '01001.vts' is placed.

The navigation information contained in the title file '01001.vts', for example, the VTSI may include user interface application information (UIAppInfTitle), a title segment table (TableOfTitleSegment), etc. Each title segment, such as Title 20 Segment 1 contained in TableOfTitleSegment may include a playlist pointer (PlayList Pointer), playlist pre-commands (PL Pre-CMDs), playlist post-commands (PL Post-CMDs), and playitem commands (PI-CMDs) that correspond to the playitems contained in the corresponding playlist.

25 A PlayList Pointer is special information for linking the title to a playlist among a plurality of playlists placed in the PLAYLIST directory and the name or number of a playlist is stored in a PlayList Pointer. In Fig. 3, the PlayList Pointer for Title Segment 1 points to PlayList 1.

30 The PL Pre-CMDs contain initialization information for playback of the A/V data corresponding to the playlist. The PL Post-CMDs contain information used when terminating the playback of the playlist.

A title segment may be associated with a single playlist or more than one playlists. In the latter case, a title segment includes more than one playlist pointer.

The playitems contained in the playlists are associated with 5 the clip information files placed in the CLIPINF directory. Each of the clip information files is in turn associated with a clip file placed in the STREAM directory.

Fig. 4 illustrates an embodiment of a data structure according to the present invention. As shown, a root directory 10 includes a BD-ROM directory. The BD-ROM directory includes the TITLE directory containing title files (*.vts) as well as PLAYLIST, CLIPINF, STREAM directories.

The VTSI included in a title file includes UIAppInfoTitle and TableOfTitleSegment explained above with reference to Fig. 3. The 15 TableOfTitleSegment contains a list of title segments. Each of the title segments is associated with one or more playlist files. In Fig. 4, Segment 2 is associated with PlayList 2 and the playitems contained in PlayList 2 have corresponding clip information files stored in the CLIPINF directory. The clip information files are 20 associated with clip files (*.m2ts) placed in the STREAM directory.

Fig. 5 illustrates a schematic diagram of a partial structure of an optical disc apparatus where the present invention may be applied. As shown, the optical disc apparatus includes an optical pickup 111 for reproducing data from the an optical disk. A VDP 25 (Video Disc Play) system 112 controls the reproduction operation of the optical pickup 111 and demodulates the data reproduced by the optical pickup 111. The VDP system 112 produces an AV stream, which may also be fed to a D/A converter 113 to generate an analog version of the AV stream.

30 The VDP system 112 controls the optical pickup 111 and demodulates the reproduced data based on user input received from a user interface and the navigation and management information recorded on the optical disk in accordance with the present

invention. During reproduction, the reproduced navigation/management information may be stored in a memory 114. The VDP system 112 plays a title by consulting the segments included in the title file, thereby playing A/V streams in various sequences.

5 A playlist is accessed by the corresponding playlist pointer contained in the title segment.

After performing initialization using PL Pre-CMDs contained in the title segment, the optical disk apparatus plays the A/V stream associated with each of the PI-CMDs. After playing the A/V 10 stream, the optical disk apparatus executes subsequent steps such as selection of a title segment in a branch based on the PL-Post CMDs of the playlist.

On the other hand, the TITLE directory may contain both core-profile title files having only main A/V data and full-profile 15 title files having additional contents as well as main A/V data. Alternatively, core-profile title files and full-profile title files may be stored in two separate directories. For example, full-title files may be stored in a FULLTITLE directory.

The BD-ROM directory may contain a directory named CONTENTS 20 in which various contents such as director's commentary constituting a full-profile title file are stored. Navigation information for the contents files is recorded in the full-profile title file; therefore various contents can be played together with the main A/V data.

25 Fig. 6 illustrates a schematic diagram of an embodiment of an optical disk recording and reproducing apparatus according to the present invention. As shown, an AV encoder 9 receives and encodes data (e.g., still image data, audio data, etc.). The AV encoder 9 outputs the encoded data along with coding information 30 and stream attribute information. A multiplexer 8 multiplexes the encoded data based on the coding information and stream attribute information to create, for example, an MPEG-2 transport stream. A source packetizer 7 packetizes the transport packets from the

multiplexer 8 into source packets in accordance with the audio/video format of the optical disk. As shown in Fig. 6, the operations of the AV encoder 9, the multiplexer 8 and the source packetizer 7 are controlled by a controller 10. The controller 10 receives user input on the recording operation, and provides control information to AV encoder 9, multiplexer 8 and the source packetizer 7. For example, the controller 10 instructs the AV encoder 9 on the type of encoding to perform, instructs the multiplexer 8 on the transport stream to create, and instructs the source packetizer 7 on the source packet format. The controller 10 further controls a drive 3 to record the output from the source packetizer 7 on the optical disk.

The controller 10 also creates the navigation and management information for managing reproduction of the data being recorded on the optical disk. For example, based on information received via the user interface (e.g., instruction set saved on disk, provided over an intranet or internet by a computer system, etc.), the controller 10 controls the drive 3 to record one or more of the data structures of Figs. 2-4 on the optical disk.

During reproduction, the controller 10 controls the drive 3 to reproduce this data structure. Based on the information contained therein, as well as user input received over the user interface (e.g., control buttons on the recording and reproducing apparatus or a remote associated with the apparatus), the controller 10 controls the drive 3 to reproduce the data from the optical disk.

The reproduced source packets are received by a source depacketizer 4 and converted into a data stream (e.g., an MPEG-2 transport packet stream). A demultiplexer 5 demultiplexes the data stream into encoded data. An AV decoder 6 decodes the encoded data to produce the original data that was feed to the AV encoder 9. During reproduction, the controller 10 controls the operation of the source depacketizer 4, demultiplexer 5 and AV decoder 6. The

controller 10 receives user input on the reproducing operation, and provides control information to AV decoder 6, demultiplexer 5 and the source packetizer 4. For example, the controller 10 instructs the AV decoder 9 on the type of decoding to perform, 5 instructs the demultiplexer 5 on the transport stream to demultiplex, and instructs the source depacketizer 4 on the source packet format.

While Fig. 6 has been described as a recording and reproducing apparatus, it will be understood that only a recording or only a 10 reproducing apparatus may be provided using those portions of Fig. 6 providing the recording or reproducing function.

The data structure for and method for managing playback control of a high-density recording medium in accordance with embodiments of the present invention allows effective selection 15 and reproduction of data streams recorded on a high density recording medium such as a BD-ROM.

As apparent from the above description, the present invention provides methods and apparatuses for recording a data structure on a high density recording medium for managing playback control 20 of the recording medium.

While the invention has been disclosed with respect to a limited number of embodiments, those skilled in the art, having the benefit of this disclosure, will appreciate numerous modifications and variations there from. For example, while 25 described with respect to a Blu-ray ROM optical disk in several instances, the present invention is not limited to this standard of optical disk or to optical disks. It is intended that all such modifications and variations fall within the spirit and scope of the invention.

CLAIMS

1. A recording medium having a data structure for managing playback control of the recording medium, comprising:
 - a navigation area storing an information file including a plurality of navigation segments representing one or more reproduction paths of a title, each of the navigation segments including at least one navigation command, a number of the navigation segments each including a navigation command for launching a playlist, and one of the navigation segments being an entry navigation segment of the title.
2. The recording medium of claim 1, wherein at least one branch point along the one or more reproduction paths occurs at a boundary of a launched playlist.
3. The recording medium of claim 2, wherein each branch point along the one or more reproduction paths occurs at a boundary of a launched playlist.
4. The recording medium of claim 3, wherein each of the number of navigation segments includes a navigation command for launching a different playlist.
5. The recording medium of claim 4, wherein each of the navigation segments representing the one or more reproduction paths of the title includes a navigation command for launching a playlist.
6. The recording medium of claim 5, wherein each launched playlist includes navigation information for reproducing at least a portion of a clip file.
7. The recording medium of claim 6, further comprising:
 - a playlist area storing a playlist directory, the playlist directory storing the at least one playlist;
- 30 a clip information file directory storing at least one clip information file; and

a stream directory storing at least one clip file.

8. The recording medium of claim 1, wherein each of the number of navigation segments includes a navigation command for launching a different playlist.

5 9. The recording medium of claim 1, wherein each of the navigation segments representing the one or more reproduction paths of the title includes a navigation command for launching a playlist.

10. The recording medium of claim 9, wherein each of the 10 navigation segments representing the one or more reproduction paths of the title includes a navigation command for launching a different playlist.

11. The recording medium of claim 1, wherein each launched 15 playlist includes navigation information for reproducing at least a portion of a clip file.

12. The recording medium of claim 1, further comprising: a playlist area storing a playlist directory, the playlist directory storing the at least one playlist;

20 a clip information file directory storing at least one clip information file; and

a stream directory storing at least one clip file.

13. A method of recording a data structure for managing playback control of the recording medium, comprising:

25 recording an information file on the recording medium, the information file including a plurality of navigation segments representing one or more reproduction paths of a title, each of the navigation segments including at least one navigation command, a number of the navigation segments each including a navigation command for launching a playlist, and one of the navigation 30 segments being an entry navigation segment of the title.

14. A method of reproducing a data structure for managing playback control of the recording medium, comprising:

reproducing an information file from the recording medium,

the information file including a plurality of navigation segments representing one or more reproduction paths of a title, each of the navigation segments including at least one navigation command, a number of the navigation segments each including a navigation command for launching a playlist, and one of the navigation segments being an entry navigation segment of the title.

15. An apparatus for recording a data structure for managing playback control of the recording medium, comprising:

a driver for driving an optical recording device to record data on the recording medium;

a controller for controlling the driver to record an information file on the recording medium, the information file including a plurality of navigation segments representing one or more reproduction paths of a title, each of the navigation segments including at least one navigation command, a number of the navigation segments each including a navigation command for launching a playlist, and one of the navigation segments being an entry navigation segment of the title.

16. An apparatus for reproducing a data structure for managing playback control of the recording medium, comprising:

a driver for driving an optical reproducing device to reproduce data recorded on the recording medium;

a controller for controlling the driver to reproduce an information file from the recording medium, the information file including a plurality of navigation segments representing one or more reproduction paths of a title, each of the navigation segments including at least one navigation command, a number of the navigation segments each including a navigation command for launching a playlist, and one of the navigation segments being an entry navigation segment of the title.

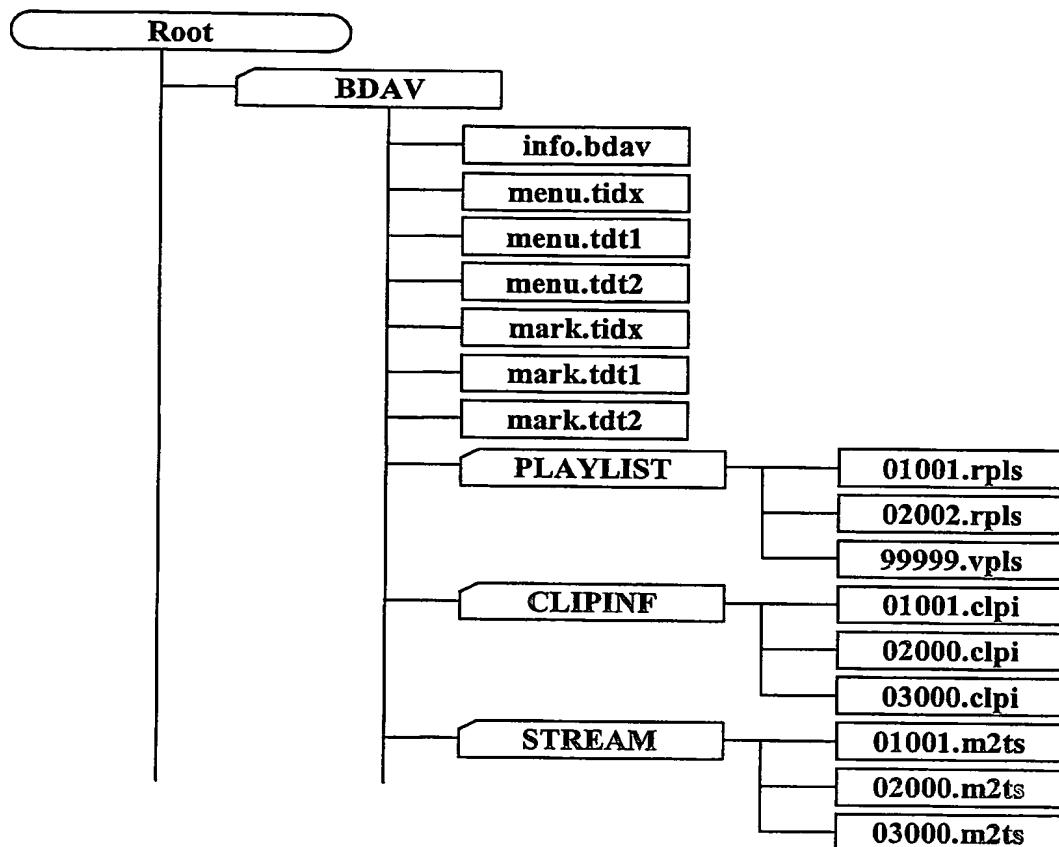
FIG. 1

FIG. 2

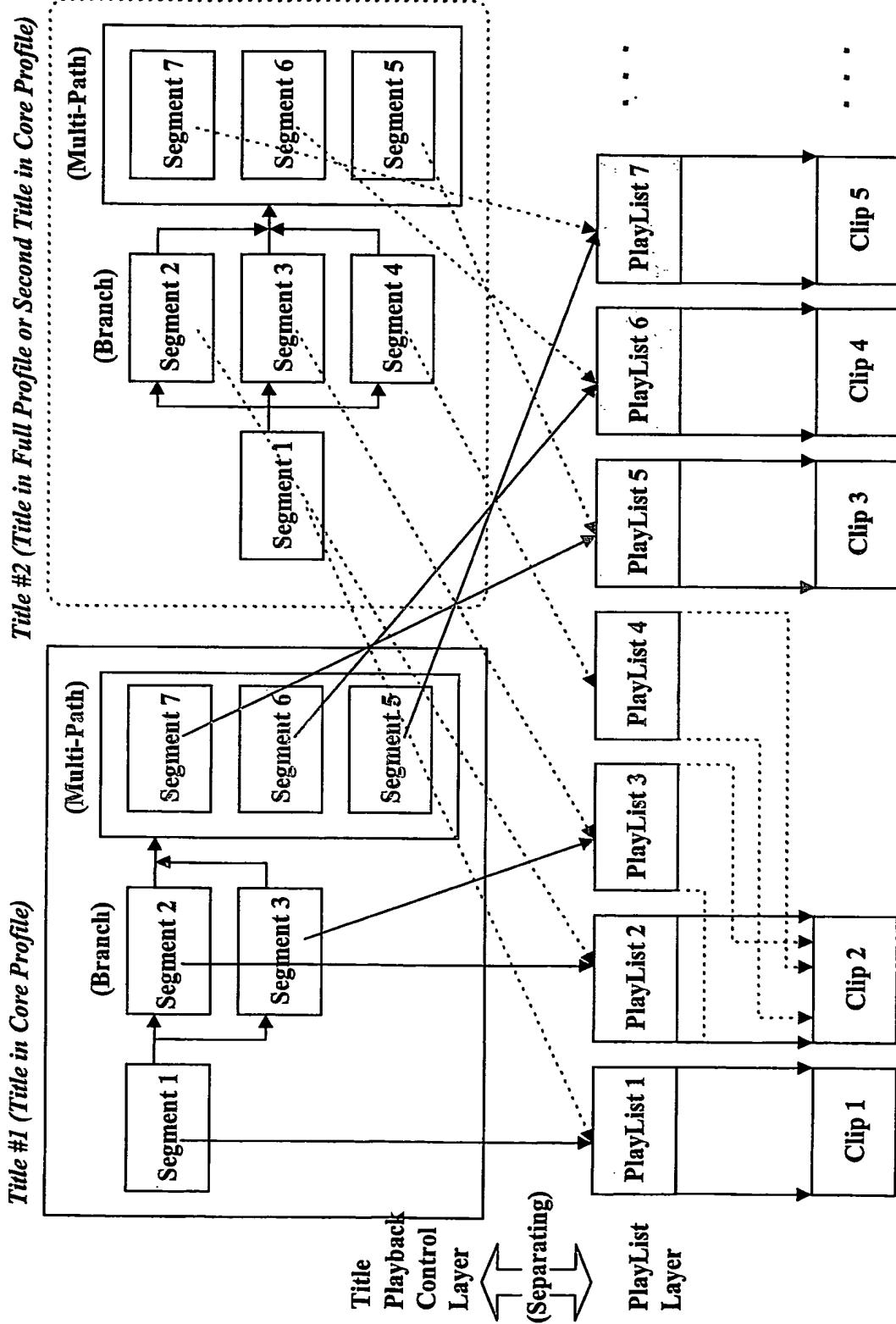


FIG. 3

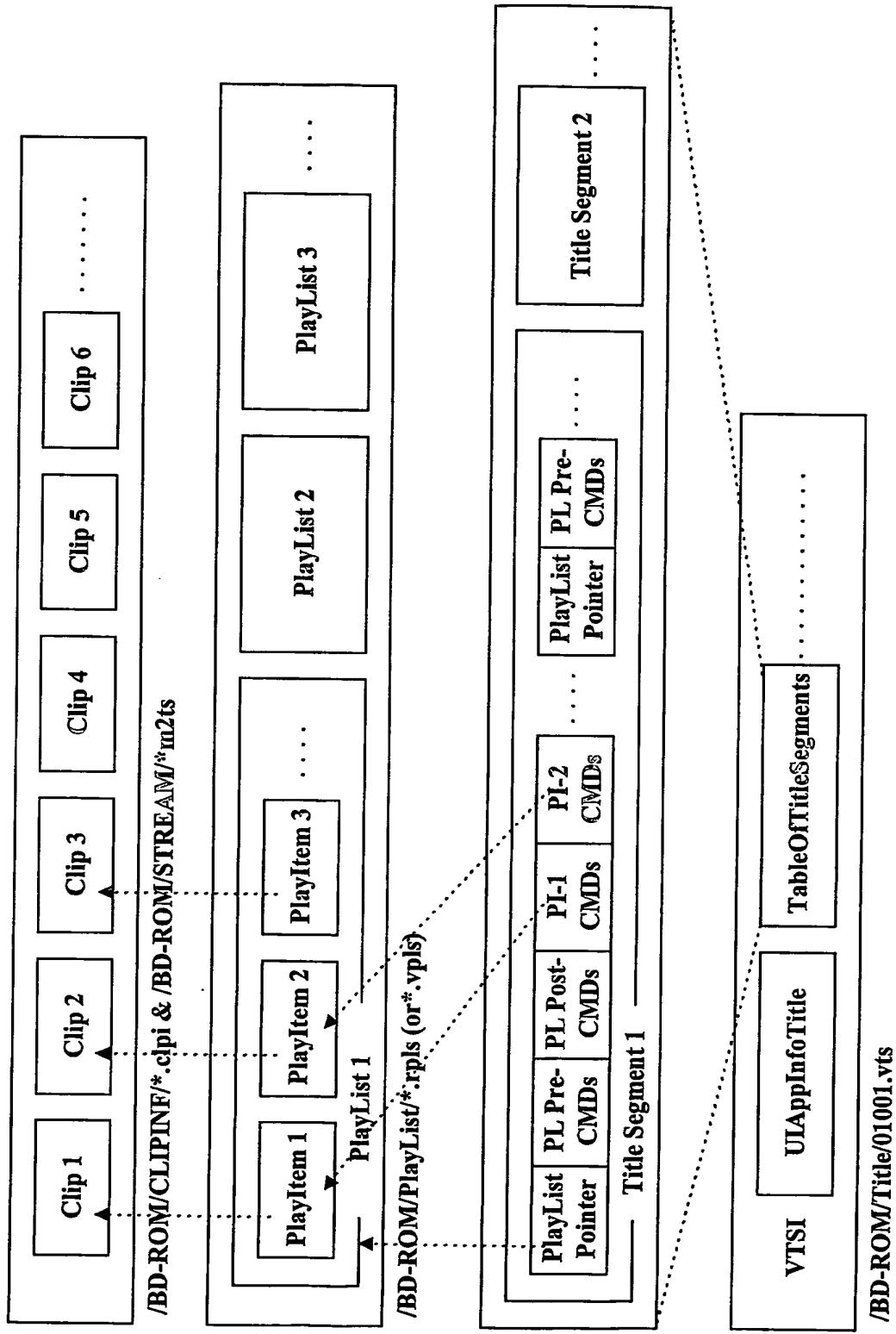
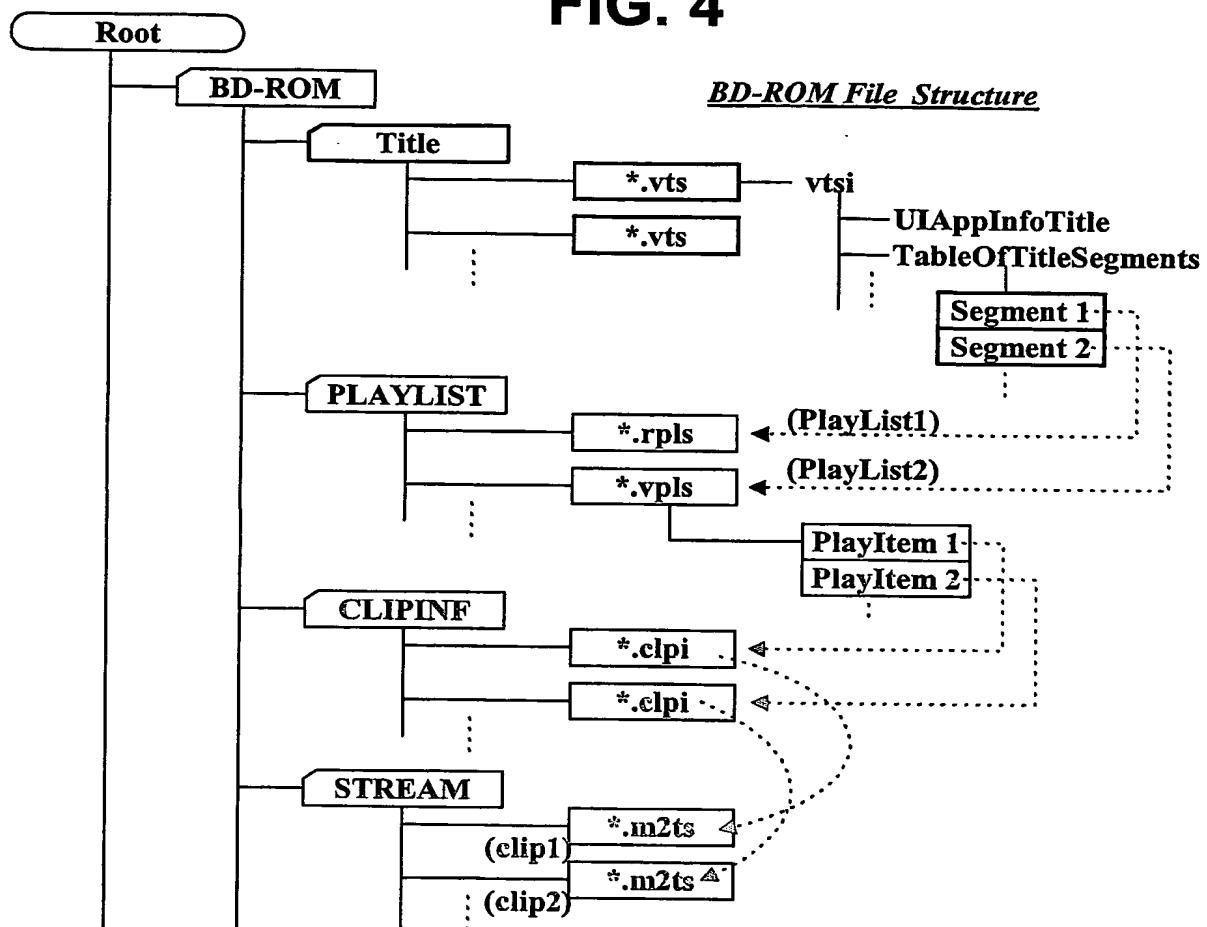
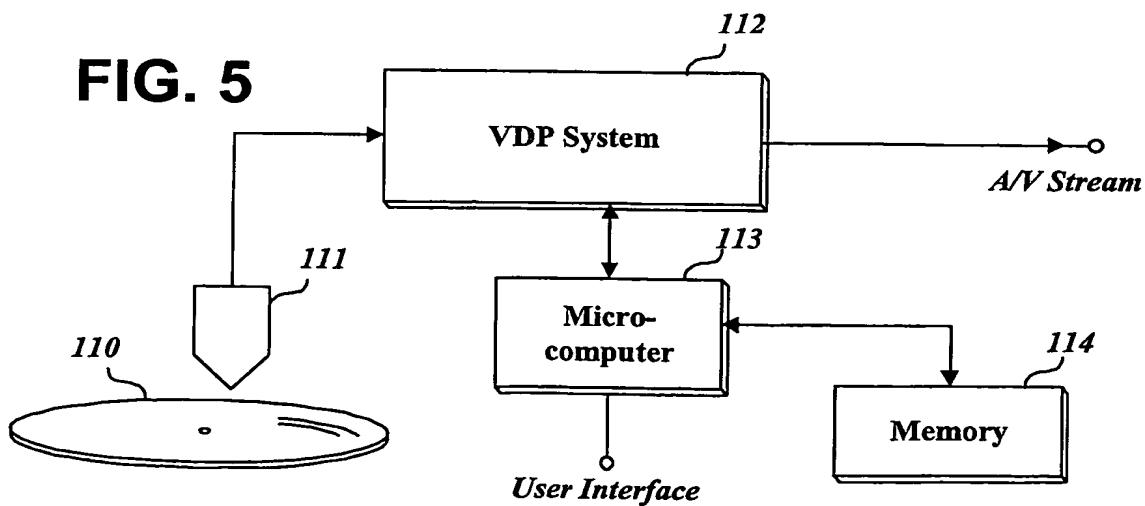
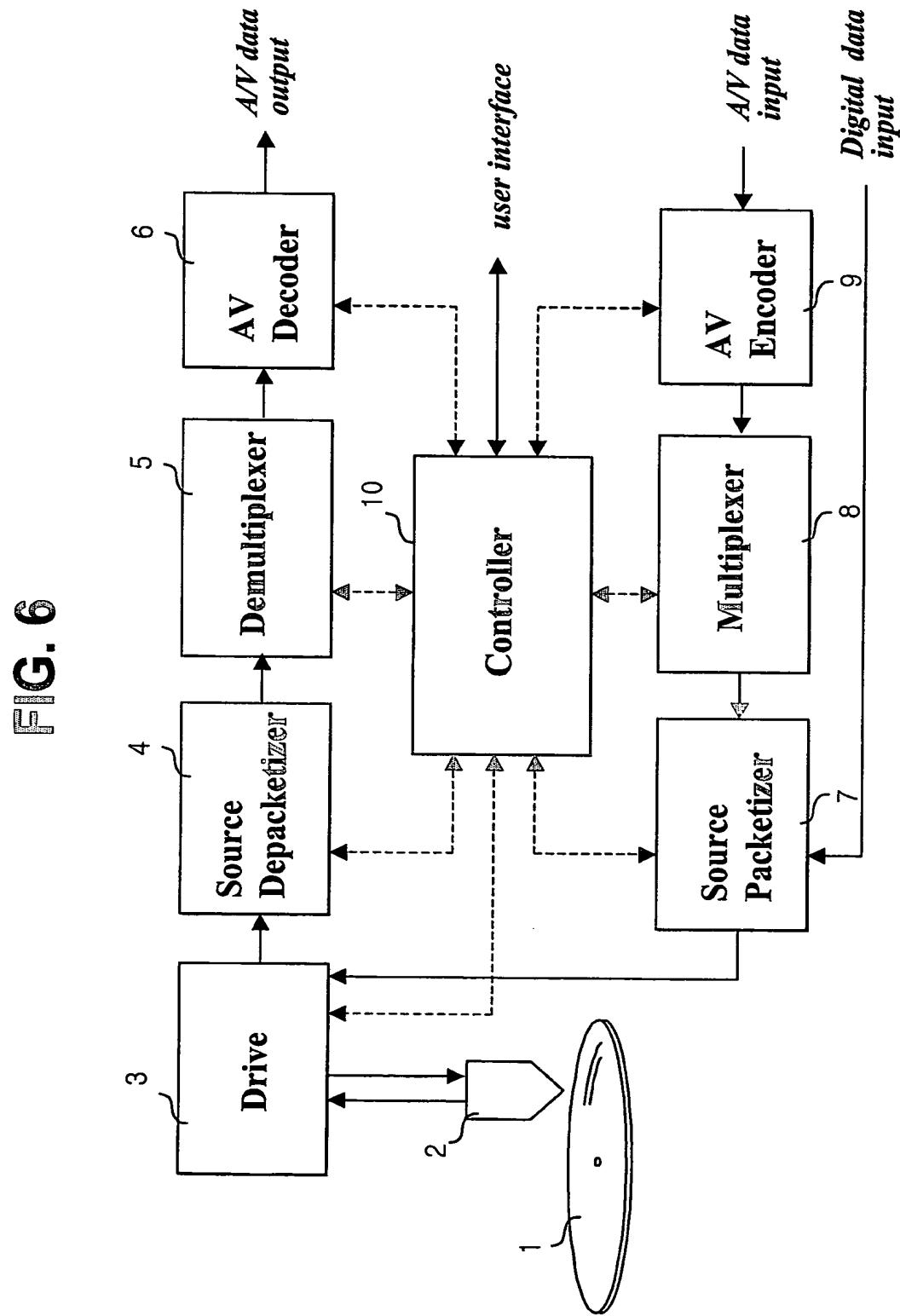


FIG. 4**FIG. 5**



INTERNATIONAL SEARCH REPORT

national application No.
PCT/KR2004/000368

A. CLASSIFICATION OF SUBJECT MATTER

IPC7 G11B 19/02

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC7 G11B 19/02

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched
Korean Patents and applications for inventions since 1975.

Korean Utility models and applications for Utility models since 1975.

Japanese Utility models and applications for Utility models since 1975.

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

WPI, JAPIO, KIPASS

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
P,A	WO 2004/001752 A(LG ELECTRONICS Inc.) 31.DEC.2003 see the whole document.	1-16
P,A	WO 2004/001750 A(LG ELECTRONICS Inc.) 31.DEC.2003 see the whole document.	1-16
A	US 06215746 A(TOSHIBA Inc.) 10.APR.2001 see the whole document.	1-16
A	KR 2001/0028735 A(LG ELECTRONICS Inc.) 06.APR.2001 see the whole document.	1-16
A	US 2002/0159368 A1(CHOSAKU NODA) 31.OCT.2002 see the whole document.	1-16

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See patent family annex.

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Date of the actual completion of the international search
21 MAY 2004 (21.05.2004)

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22 MAY 2004 (22.05.2004)

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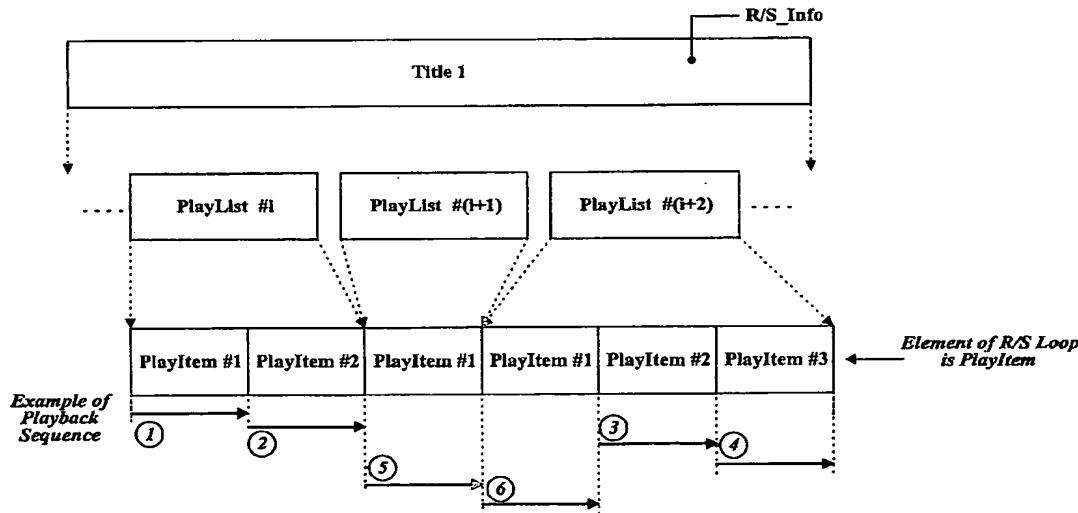
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(54) Title: RECORDING MEDIUM HAVING DATA STRUCTURE FOR MANAGING RANDOM/SHUFFLE REPRODUCTION OF VIDEO DATA RECORDED THEREON AND RECORDING AND REPRODUCING METHODS AND APPARATUSES



(57) Abstract: A recording medium having data structures for managing random/shuffle reproduction of video data recorded thereon is disclosed. The recording medium in accordance with the present invention comprises at least one piece of title management information, a playlist directory area storing at least one playlist including at least one playitem, and a stream directory area storing at least one clip of video data associated with the playlist. The title management information includes at least one segment that is associated with at least one playlist in the playlist directory area, and each playitem in the playlist is a unit to be randomized or shuffled during random/shuffle reproduction mode.

WO 2004/077417 A1



For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

DESCRIPTION

RECORDING MEDIUM HAVING DATA STRUCTURE FOR MANAGING RANDOM/SHUFFLE REPRODUCTION OF VIDEO DATA RECORDED THEREON AND RECORDING AND REPRODUCING METHODS AND APPARATUSES

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1. TECHNICAL FIELD

The present invention relates to a recording medium having a data structure for managing reproduction of at least video data recorded thereon as well as methods and apparatuses 10 for reproduction and recording.

2. BACKGROUND ART

The standardization of new high-density read only and rewritable optical disks capable of recording large amounts of high-quality video and audio data has been progressing rapidly and new 15 optical disk related products are expected to be commercially available on the market in the near future. The Blu-ray Disc Rewritable (BD-RW) is one example of these new optical disks.

Fig. 1 illustrates the file structure of the BD-RW. The file structure or data structure provides for managing the reproduction 20 of the video and audio data recorded on the BD-RW. As shown, the data structure includes a root directory that contains at least one BDAV directory. The BDAV directory includes files such as 'info.bdav', 'menu.tidx', and 'mark.tidx', a PLAYLIST subdirectory in which playlist files (*.rpls and *.vpls) are stored, a CLIPINF 25 subdirectory in which clip information files (*.clpi) are stored, and a STREAM subdirectory in which MPEG2-formatted A/V stream clip files (*.m2ts) corresponding to the clip information files are stored. In addition to illustrating the data structure of the optical disk, Fig. 1 represents the areas of the optical disk. For

example, the general information file info.bdav is stored in a general information area or areas on the optical disk.

Because the BD-RW data structure and disk format as illustrated in Fig. 1 is well-known and readily available, only a 5 brief overview of the file structure will be provided in this disclosure.

As alluded to above, the STREAM directory includes MPEG2-formatted A/V stream files called clips. The STREAM directory may also include a special type of clip referred to as a bridge-clip A/V 10 stream file. A bridge-clip is used for making seamless connection between two or more presentation intervals selected in the clips, and generally have a small data size compared to the clips.

The CLIPINF directory includes a clip information file associated with each A/V stream file. The clip information file 15 indicates, among other things, the type of A/V stream associated therewith, number of source packets in the A/V stream associated therewith, and timing information of the source packets in the A/V stream associated therewith (e.g., on an arrival time basis (ATC) and/or a system time basis (STC)).

20 The PLAYLIST directory includes one or more playlist files. The concept of a playlist has been introduced to promote ease of editing/assembling clips for playback. A playlist file is a collection of playing intervals in the clips. Each playing interval is referred to as a playitem. The playlist file, among other things, 25 identifies each playitem forming the playlist, and each playitem, among other things, is a pair of IN-point and OUT-point that point to positions on a time axis of the clip (e.g., ATC or STC basis). Expressed another way, the playlist file identifies playitems, each playitem points to a clip or portion thereof and identifies the clip 30 file associated with the clip.

A playlist directory may include real playlists (*.rpls) and virtual playlists (*.vpls). A real playlist can only use clips and not bridge-clips. Namely, the real playlist is considered as referring to parts of clips, and therefore, conceptually considered 35 equivalent in disk space to the referred to parts of the clips. A

virtual playlist can use both clips and bridge-clips, and therefore, the conceptual considerations of a real playlist do not exist with virtual playlists.

5 The info.bdav file is a general information file that provides general information for managing the reproduction of the A/V stream recorded on the optical disk. More specifically, the info.bdav file includes, among other things, a table of playlists that identifies the files names of the playlist in the PLAYLIST directory of the same BDAV directory.

10 The menu.tidx, menu.tdt1 and menu.tdt2 files store information related to menu thumbnails. The mark.tidx, mark.tdt1 and mark.tdt2 files store information that relates to mark thumbnails. Because these files are not particularly relevant to the present invention, they will not be discussed further.

15 The standardization for high-density read-only optical disks such as the Blu-ray ROM (BD-ROM) is still under way. An effective data structure for managing reproduction of video and audio data recorded on the high-density read-only optical disk such as a BD-ROM is not yet available.

20 3. DISCLOSURE OF INVENTION

It is an object of the present invention to provide a recording medium having a data structure for managing reproduction of video data recorded thereon, and methods and apparatuses for recording and reproducing video data on such a recording medium.

25 It is another object of the present invention to provide a recording medium having data structure for enabling random/shuffle reproduction of video data recorded thereon in units of playlists or designated intervals of playitems, and methods and apparatuses for recording and reproducing video data on such a recording medium.

30 A data structure of a recording medium for managing random/shuffle reproduction of video data recorded thereon in accordance with one embodiment of the present invention comprises title management information for at least one piece of title management information, a playlist directory area storing at least 35 one playlist including at least one playitem, and a stream directory

area storing at least one clip of video data associated with the playlist. The title management information includes at least one segment that is associated with at least one playlist in the playlist directory area, and each playitem in the playlist is a unit 5 to be randomized or shuffled during random/shuffle reproduction mode.

4. BRIEF DESCRIPTION OF DRAWINGS

The above features and other advantages of the present invention will be more clearly understood from the following detailed description taken in conjunction with the 10 accompanying drawings, in which:

Fig. 1 illustrates the prior art file or data structure of a rewritable optical disk according to the Blu-ray Disc Rewritable (BD-RW) standard;

Fig. 2 illustrates an exemplary embodiment of a recording 15 medium file or data structure according to the present invention;

Fig. 3 illustrates an example of a recording medium having the data structure of Fig. 2 stored thereon;

Fig. 4 illustrates an example of a data structure for managing 20 an A/V clip recorded on Blu-ray ROM disk according to the present invention;

Fig. 5 illustrates an example of a file hierarchical structure for embodying the data structure of Fig. 4;

Fig. 6 illustrates a schematic diagram of an embodiment of an 25 optical disk recording and reproduction apparatus of the present invention; and

Figs. 7 to 10 illustrate embodiments of data structures for enabling random/shuffle reproduction of an A/V clip according to the present invention.

5. MODES FOR CARRYING OUT THE INVENTION

30 In order that the invention may be fully understood, preferred embodiments thereof will now be described with reference to the accompanying drawings.

A high-density optical disk, for example, a Blu-Ray ROM (BD-ROM) in accordance with the invention may have a file or data structure for managing reproduction of video and audio data as shown in Fig. 2. Many aspects of the data structure according to the 5 present invention shown in Fig. 2 are similar to that of the BD-RE standard discussed with respect to Fig 1. As such these aspects will not be described in great detail.

As shown in Fig. 2, the root directory contains at least one BD-ROM directory. The BD-ROM directory includes a general 10 information file info.dvp, menu files menu.tidx, menu.tdt1 among others, a TITLE directory in which title management files (*.vts) are stored, a PLAYLIST directory in which playlist files (e.g., real (*.rpls) and virtual (*.vpls)) are stored, a CLIPINF directory in which clip information files (*.clpi) are stored, and a STREAM 15 directory in which MPEG2-formatted A/V stream clip files (*.m2ts), corresponding to the clip information files, are stored.

The STREAM directory includes MPEG2-formatted A/V stream files called clips. The STREAM directory may also include a special type of clip referred to as a bridge-clip A/V stream file. A bridge- 20 clip is used for making seamless connection between two or more presentation intervals selected in the clips, and generally have a small data size compared to the clips. The A/V stream includes source packets of video and audio data. For example, a source packet of video data includes a header and a transport packet. A source 25 packet includes a source packet number, which is generally a sequentially assigned number that serves as an address for accessing the source packet. Transport packets include a packet identifier (PID). The PID identifies the sequence of transport packets to which a transport packet belongs. Each transport packet in the sequence 30 will have the same PID.

The CLIPINF directory includes a clip information file associated with each A/V stream file. The clip information file indicates, among other things, the type of A/V stream associated therewith, sequence information, program information and timing 35 information. The sequence information describes the arrival time

basis (ATC) and system time basis (STC) sequences. For example, the sequence information indicates, among other things, the number of sequences, the beginning and ending time information for each sequence, the address of the first source packet in each sequence 5 and the PID of the transport packets in each sequence. A sequence of source packets in which the contents of a program is constant is called a program sequence. The program information indicates, among other things, the number of program sequences, the starting address for each program sequence, and the PID(s) of transport packets in a 10 program sequence.

The timing information is referred to as characteristic point information (CPI). One form of CPI is the entry point (EP) map. The EP map maps a presentation time stamp (e.g., on an arrival time basis (ATC) and/or a system time basis (STC)) to a source packet 15 address (i.e., source packet number).

The PLAYLIST directory includes one or more playlist files. The concept of a playlist has been introduced to promote ease of editing/assembling clips for playback. A playlist file is a collection of playing intervals in the clips. Each playing interval 20 is referred to as a playitem. The playlist file, among other things, identifies each playitem forming the playlist, and each playitem, among other things, is a pair of IN-point and OUT-point that point to positions on a time axis of the clip (e.g., presentation time stamps on an ATC or STC basis). Expressed another way, the playlist 25 file identifies playitems, each playitem points to a clip or portion thereof and identifies the clip information file associated with the clip. The clip information file is used, among other things, to map the playitems to the clip of source packets.

A playlist directory may include real playlists (*.rpls) and 30 virtual playlists (*.vpls). A real playlist can only use clips and not bridge-clips. Namely, the real playlist is considered as referring to parts of clips, and therefore, conceptually considered equivalent in disk space to the referred to parts of the clips. A virtual playlist can use both clips and bridge-clips, and therefore, 35 the conceptual considerations of a real playlist do not exist with

virtual playlists.

The info.dvp file is a general information file that provides general information for managing the reproduction of the A/V streams recorded on the optical disk. More specifically, the info.dvp file 5 includes, among other things, a table of playlists that identifies the file names of the playlists in the PLAYLIST directory.

In addition to illustrating the data structure of the recording medium according to an embodiment of the present invention, Fig. 2 represents the areas of the recording medium. For example, 10 the general information file is recorded in one or more general information areas, the playlist directory is recorded in one or more playlist directory areas, each playlist in a playlist directory is recorded in one or more playlist areas of the recording medium, etc. Fig. 3 illustrates an example of a recording medium having the data 15 structure of Fig. 2 stored thereon. As shown, the recording medium includes a file system information area, a data base area and an A/V stream area. The data base area includes a general information file and playlist and title management information area and a clip information area. The general information file and playlist and 20 title management information area have the general information file recorded in a general information file area thereof, the TITLE directory and title management information files (*.vts) recorded therein, and the PLAYLIST directory and playlist files recorded in a playlist information area thereof. The clip information area has the 25 CLIPINFO directory and associated clip information files recorded therein. The A/V stream area has the A/V streams for the various titles recorded therein.

Video and audio data are typically organized as individual titles. A title is a logical unit for a user to recognize one 30 playback group, for example, different movies represented by the video and audio data are organized as different titles. Furthermore, a title may be organized into individual chapters in the same way a book is often organized into chapters.

Because of the large storage capacity of the newer, high- 35 density recording media such as BD-ROM optical disks, different

titles, various versions of a title or portions of a title may be recorded, and therefore, reproduced from the recording media. For example, video data representing different camera angles may be recorded on the recording medium. As another example, versions of 5 title or portions thereof associated with different languages may be recorded on the recording medium. As a still further example, a director's version and a theatrical version of a title may be recorded on the recording medium. Or, an adult version, young adult version and young child version (i.e., different parental control 10 versions) of a title or portions of a title may be recorded on the recording medium. Each version represents a different reproduction path, and the video data in these instances is referred to as multiple reproduction path video data. It will be appreciated that the above examples of multiple reproduction path video data are not 15 limiting, and the present invention is applicable to any type or combination of types of multiple reproduction path video data. As will be described in detail below with respect to embodiments of the present invention, the data structures according to the present invention include path management information and/or navigation 20 information for managing reproduction of multiple reproduction path video data recorded on the recording medium.

The multiple reproduction path video data can be reproduced on random/shuffle reproduction mode upon a user's request. As will be described in detail below, the data structures according to the 25 invention may include management information and/or navigation information that enables random/shuffle reproduction mode.

The data structures according to the present invention may be applicable to the manufacturing process of a read-only disk like BD-ROM.

30 Fig. 4 shows a data structure for managing reproduction of multiple reproduction path video data stream that are recorded on physical data recording area in a read-only disk like BD-ROM as a plurality of A/V clip files.

One title includes at least one title segment, each title 35 segment corresponding to one or more playlists. The playback

sequence of a title is determined among various playback sequences by setting a title segment sequence. The title segments may be written by using programs like 'Java Script'.

Each title segment is associated with a playlist. A playlist 5 is linked to a whole or portion of a clip file. In this way, a title segment may be associated with a whole or portion of a clip file and thus multiple playback sequences of a title can be generated.

For example, a title may be a core profile for including only movie contents or a full profile including a director's cut 10 additionally. A full profile is formed by adding the playlist corresponding to a director's cut clip to the core profile of the title. Title files of core profile and full profile may be recorded onto distinct directories. For example, the title files of the core profile are recorded in a TITLE directory while those of the full 15 profile are recorded in a FULLTITLE directory. Or, video data of the full profile may be recorded as clip files not in a STREAM directory but in a CONTENTS directory.

A data structure for managing an A/V clip recorded on Blu-ray 20 ROM disk according to the present invention is described below in detail with reference to an embodiment of Fig. 4. To be specific, the first title, title #1 consists of six title segments: one primary path title segment (segment 1), two branch title segments (segments 2,3), and three multi-path title segments (segments 5,6,7).

While segment 2 is associated with playlist 2 that is linked 25 to a whole A/V stream data of clip 2, segment 3 is associated with playlist 3 that is linked to a portion of A/V stream data of clip 2.

Multi-path segments, Segments 5, 6, and 7 are associated with 30 playlists 5, 6, and 7, respectively. Multi-path segments may be created to provide different language versions of the same presentation interval. For example, clip 3 associated with playlist 5 is a Korean language version. Clip 4 (associated with playlist 6) and clip 5 (playlist 7) may be English and Japanese versions, respectively.

Title #2 may be an auxiliary title for title #1 or 35 another separate title. Title #2 consists of seven segments:

one primary path title segment (segment 1), three branch title segments (segments 2,3,4), and three multi-path title segments (segments 5,6,7).

A playlist may be associated with two or more title
5 segments that belong to distinct titles.

Each title segment includes, among other things, reference information on the corresponding playlist, e.g., a filename or the playlist number, a command set including pre-commands and post-commands for the playlist, another command set including commands 10 for playitems belonging to the playlist, and playlist attribute information like still duration.

A title management information file in accordance with the present invention will be described below in detail with reference to Fig. 5. As shown, a title management information file, 15 '01001.vts' includes a title management information 'VTSI' that, among other things, includes a user interface application information, UIAppInftitle and a title segment table, TableOfTitleSegment.

The title segment table includes title segments, e.g., title 20 segments 1, 2. Each title segment includes a playlist pointer (PlayList Pointer), playlist pre-commands (PL Pre-CMDs), playlist post-commands (PL Post-CMDs), and playitem commands (PI-CMDs) for the playitems belonging to the playlist.

The playlist pointer points to one of playlist files (*.rpls 25 or *.vpls) in a PLAYLIST subdirectory. As alluded above, the playlist pointer may be filename of the playlist file or a playlist consecutive number.

The playlist pre-command includes initial setting that is needed to execute before reproduction of an A/V clip that is linked 30 to the playlist pointed by the playlist pointer. The playlist post-command includes post operations, for example, reset or reproduction path configuration for the subsequent reproduction that are generally required to execute after reproduction of the A/V clip linked to the playlist pointed by the playlist pointer is finished. 35 One title segment may include a plurality set of playlist pointers,

playlist pre-commands, and playlist post-commands.

Each playitem belonging to a playlist is linked to an A/V clip file (*.m2ts) in a STREAM subdirectory based on clip information files (*.clpi) in a CLIPINF subdirectory. The linkage between 5 playitem and clip file is illustrated in detail in Fig. 2. Once a title management file (*.vts) in a TITLE subdirectory is specified, title segments are obtained based on TableOfTitleSegment from the title management information VTSI in the specified title management file.

10 Each title segment is linked to at least one playlist file in a PLAYLIST subdirectory (indicated by 201 in Fig. 2). Each playitem corresponding to the playlist file is linked to clip information files (*.clpi) in a CLIPINF subdirectory (indicated by 202 in Fig. 2), each of which is associated with A/V clip files (*.mt2s) in a 15 STREAM subdirectory (indicated by 203 in Fig. 2).

Fig. 6 illustrates a schematic diagram of an embodiment of an optical disk recording and reproducing apparatus according to the present invention. As shown, an AV encoder 9 receives and encodes audio and video data. The AV encoder 9 outputs the encoded audio and 20 video data along with coding information and stream attribute information. A multiplexer 8 multiplexes the encoded audio and video data based on the coding information and stream attribute information to create, for example, an MPEG-2 transport stream. A source packetizer 7 packetizes the transport packets from the 25 multiplexer 8 into source packets in accordance with the audio/video format of the optical disk. As shown in Fig. 6, the operations of the AV encoder 9, the multiplexer 8 and the source packetizer 7 are controlled by a controller 10. The controller 10 receives user input on the recording operation, and provides control information to AV 30 encoder 9, multiplexer 8 and the source packetizer 7. For example, the controller 10 instructs the AV encoder 9 on the type of encoding to perform, instructs the multiplexer 8 on the transport stream to create, and instructs the source packetizer 7 on the source packet format. The controller 10 further controls a drive 3 to record the 35 output from the source packetizer 7 on the optical disk.

The controller 10 also creates the navigation and management information for managing reproduction of the audio/video data being recorded on the optical disk. For example, based on information received via the user interface (e.g., instruction set saved on disk, 5 provided over an intranet or internet by a computer system, etc.) the controller 10 controls the drive 3 to record the data structure of Figs. 2 to 5 and Fig. 5, 6, 7 or 8, that will be explained later, on the optical disk.

In the process of reproduction, the controller 10 controls the 10 drive 3 to reproduce this data structure from the optical disk.

Based on the information contained therein, as well as user input received over the user interface (e.g., control buttons on the recording and reproducing apparatus or a remote associated with the apparatus), the controller 10 controls the drive 3 to reproduce the 15 audio/video source packets from the optical disk. For example, the user input may specify a reproduction path or a title to reproduce. This user input may be specified, for example, via a menu based graphical user interface preprogrammed into the controller 10. Using the user input and the reproduction path management information 20 reproduced from the optical disk, the controller 10 controls the reproduction of the specified path.

For example, if a title is chosen, all title segments included in a title management information file for the chosen title are examined by the controller 10, and the user is requested which path 25 to reproduce. If a reproduction path is selected, the controller 10 searches for A/V clip files based on the title segments related with the selected path, and reproduces the A/V clip files sequentially.

The reproduced source packets are received by a source 30 depacketizer 4 and converted into a data stream (e.g., an MPEG-2 transport packet stream). A demultiplexer 5 demultiplexes the data stream into encoded video and audio data. An AV decoder 6 decodes the encoded video and audio data to produce the original audio and video data that was feed to the AV encoder 9. During reproduction, the controller 10 controls the operation of the source depacketizer 35 4, demultiplexer 5 and AV decoder 6. The controller 10 receives user

input on the reproducing operation, and provides control information to AV decoder 6, demultiplexer 5 and the source packetizer 4. For example, the controller 10 instructs the AV decoder 9 on the type of decoding to perform, instructs the demultiplexer 5 on the transport 5 stream to demultiplex, and instructs the source depacketizer 4 on the source packet format.

While Fig. 6 has been described as a recording and reproducing apparatus, it will be understood that only a recording or only a reproducing apparatus may be provided using those portions of Fig. 6 10 providing the recording or reproducing function.

The processes of locating and reproducing an A/V clip file recorded on the optical disk in accordance with the present invention are described below in great detail.

After obtaining a title segment, the controller 10 accesses 15 the corresponding playlist by referencing a playlist pointer in the title segment. Prior to reproduction, the initial setting operation is executed by using playlist pre-commands (PL Pre-CMDs) stored in the title segment. Then, the A/V clip file to reproduce is accessed by referencing one or more playitems belonging to the playlist. If 20 the title segment includes playitem commands for the playitem being accessed, operations specified by the playitem commands are executed before reproduction of the corresponding A/V clip file. After reproduction of all of the playitems in the playlist is finished, a new title segment or a path to reproduce sequentially is identified 25 based on the playlist post-commands (PL Post-CMDs) of the playlist. Then, the operations are executed that are required to reproduce the next title segment.

Data structures for enabling random/shuffle reproduction of an A/V clip file recorded on an optical disk according to the present 30 invention are described below in great detail.

An embodiment of a data structure for enabling random/shuffle reproduction in units of playlists is illustrated in Fig. 7 and is described below in detail. In this embodiment, a title is referred to as a random/shuffle title.

35 Random/shuffle reproduction information of the title 1,

R/S_Info is stored as a portion of title management information. In the random/shuffle reproduction information, R/S_Info, random/shuffle reproduction blocks are designated in terms of a group of playlists, e.g., PlayList #n to PlayList #(n+5) or a group 5 of title segments, e.g., Segment #k to Segment #(k+2). The k-th segment, Segment #k is associated with PlayLists #n and #(n+1), Segment #(k+1) is associated with PlayList #(n+2), and Segment #(k+2) is associated with PlayLists #(n+3), #(n+4), #(n+5).

While the disk reproducing apparatus of Fig. 6 reproduces an 10 A/V clip file recorded on the optical disk in accordance with the data structure of Fig. 7, when the controller 10 comes to reproduce a random/shuffle reproduction block or a group of playlists that is designated as a random/shuffle block in R/S_Info, one playlist is selected randomly among the random/shuffle reproduction playlists 15 and is then reproduced. Under random reproduction mode, upon completion of reproduction of the selected playlist, another playlist is chosen randomly again among the playlists. If shuffle reproduction mode is on, a new playlist is selected among the other playlists that have not been reproduced. In this way, a 20 random/shuffle reproduction loop forms based on the random/shuffle reproduction information.

Fig. 7 also shows that the random/shuffle reproduction playlists, PlayList #n to #(n+5) have been reproduced in the shuffle reproduction mode in order of PlayList #n, #(n+1), #(n+4), #(n+5), 25 #(n+2), and #(n+3). In the shuffle mode, after reproduction of all of the random/shuffle reproduction playlists is finished, the first playlist of the next title segment outside the random/shuffle reproduction loop is accessed for the subsequent reproduction. If random mode is on, after the random/shuffle reproduction playlists 30 are reproduced repeatedly the randomly determined number of times, the first playlist of the next title segment outside the random/shuffle reproduction loop is accessed for the subsequent reproduction.

An embodiment of a data structure for enabling random/shuffle 35 reproduction based on random/shuffle block units that are specified

and included in the title segment is illustrated in Fig. 8 and is described below in detail. In this embodiment, the title segment having random/shuffle block units is referred to as a random/shuffle title segment.

5 Random/shuffle reproduction information, R/S_Info may be recorded in a random/shuffle title segment, but may be recorded as a portion of the title management information as in the embodiment of Fig. 7. Information on the random/shuffle block units is included in R/S_Info. The random/shuffle title segment includes the
10 random/shuffle block units, each of which may be defined and specified in units of playlists or playitems.

To be more specific, the random/shuffle title segment, Segment 1 includes three random/shuffle block units, RSU 1, 2, 3. While RSU 1 points to a whole PlayList #1, RSU 2 points to both the third
15 playitem of PlayList #1, PI_13 and the first playitem of PlayList #2, PI_21. RSU 3 points to the two playitems of PlayList #2, PI_22 and PI_23.

While the disk reproducing apparatus of Fig. 6 reproduces an A/V clip file recorded on the optical disk in accordance with the
20 data structure of Fig. 8, when the controller 10 comes to reproduce segment 1, the controller 10 chooses one of the random/shuffle block units of segment 1 randomly. A playlist or playitem pointed by the chosen random/shuffle block unit is identified and an A/V clip file is then reproduced that is linked to the playlist or playitem. Fig.
25 8 also shows that the random/shuffle block units have been reproduced in order of RSU 1, RSU 3, and RSU 2.

An embodiment of a data structure for enabling random/shuffle reproduction in units of playitems is illustrated in Fig. 9 and is described below in detail. In this embodiment, a title itself is
30 designated as a random/shuffle title.

Random/shuffle reproduction information, R/S_Info may be recorded in a playlist or as a portion of the title management information as in the embodiment of Fig. 7. Random/shuffle reproduction blocks may be a group of playlists (PlayList #i, #(i+1),
35 #(i+2) of Fig. 9) or a group of playitems. In addition,

random/shuffle reproduction blocks may be composed of only one playlist.

To be specific, PlayList #i, one of the random/shuffle reproduction playlist points to two playitems, PlayList #(i+1) 5 points to one playitem, and PlayList #(i+2) points to three playitems.

While the disk reproducing apparatus of Fig. 6 reproduces an A/V clip file recorded on the optical disk in accordance with the data structure of Fig. 9, when the controller 10 comes to reproduce 10 a group of random/shuffle playlists, then one playitem is chosen among all of the playitems pointed by playlists in the random/shuffle playlist group and the chosen playitem is then reproduced. For example, one playitem is selected among six playitems in the case of Fig. 9.

15 After reproduction of the selected playitem is finished, the next playitem is chosen randomly again from the random/shuffle playlist group. If shuffle reproduction mode is on, a new playitem is selected among the other playitems pointed by the random/shuffle playlist group that have not reproduced. In this way, a 20 random/shuffle reproduction loop forms based on the random/shuffle reproduction information.

Fig. 9 also illustrates that, in the shuffle reproduction mode, playitems in the random/shuffle playlist group have been reproduced in order of PlayItem #1, #2 of PlayList #i, PlayItem #2, 25 #3 of PlayList #(i+2), PlayItem #1 of PlayList #(i+1), and PlayItem #1 of PlayList #(i+2). In the shuffle mode, if reproduction of all of the playitems linked to the random/shuffle playlist group is complete, the first playitem of the next title segment outside the random/shuffle reproduction loop is ready to be reproduced.

30 An embodiment of a data structure for enabling random/shuffle reproduction based on random/shuffle marks is illustrated in Fig. 10 and is described below in detail.

Playlist random/shuffle reproduction information may be recorded in the corresponding playlist or as a portion of the title 35 management information as in the embodiment of Fig. 7. The playlist

marked as a random/shuffle reproduction playlist includes information on random/shuffle marks, R/S_Mark. Random/shuffle mark information includes pointer information specifying a particular position on the A/V clip file corresponding to the playlist. In the 5 embodiment of Fig. 10, three random/shuffle marks are stored in PlayList #1, which generate three random/shuffle reproduction intervals. In this embodiment, the start position of the A/V clip should be marked by a random/shuffle mark.

When the disk reproducing apparatus of Fig. 6 reproduces a 10 random/shuffle playlist or PlayList #1 of the title recorded on the optical disk in accordance with the data structure of Fig. 10, the controller 10 chooses one of the random/shuffle marks among the random/shuffle mark group, and reproduces an interval between the chosen mark and the following random/shuffle mark on the 15 corresponding A/V clip. Upon completion of reproduction of the interval, another random/shuffle mark is selected randomly again in the random mode. If shuffle mode is on, a new one is selected among the other random/shuffle marks that have not been chosen. Then, a portion of the A/V clip from the newly chosen mark to the following 20 mark is reproduced. And then, the next random/shuffle mark is chosen again. Fig. 10 also illustrates a playback sequence generated by the selection order of the random/shuffle marks, e.g., R/S_Mark #1, #3, and #2.

The present invention, disclosed with respect to a limited 25 number of embodiments, provides a greater level of flexibility in the random/shuffle reproduction of video data than previously available.

While the invention has been disclosed with respect to a limited number of embodiments, those skilled in the art, having the 30 benefit of this disclosure, will appreciate numerous modifications and variations therefrom. It is intended that all such modifications and variations fall within the spirit and scope of the invention.

CLAIMS

1. A recording medium having a data structure for managing random/shuffle reproduction of video data recorded on the recording medium, comprising:
 - 5 at least one piece of title management information; a playlist directory area storing at least one playlist including at least one playitem; and a stream directory area storing at least one clip containing video data associated with the playlist, wherein:
 - 10 the title management information includes at least one segment that is associated with at least one playlist in the playlist directory area; and each playitem in the playlist is a unit to be randomized or shuffled during random/shuffle reproduction mode.
- 15 2. A recording medium set forth in claim 1, wherein a title managed by the title management information is a logical unit of video data that is regarded as a reproduction unit by users.
- 20 3. A recording medium set forth in claim 1, wherein the title management information includes information on branch points at which reproduction path is divided during reproduction.
4. A recording medium set forth in claim 3, wherein the branch point information has segments, each segment being assigned to each reproduction path.
- 25 5. A recording medium set forth in claim 4, wherein the segments assigned to the different reproduction paths are associated with a plurality of distinct playlists.
6. A recording medium set forth in claim 5, wherein the plurality of distinct playlists are associated with distinct clips or disjoint intervals of one clip.
- 30 7. A recording medium set forth in claim 1, wherein a random/shuffle reproduction block is designated by at least one playlist.

8. A recording medium set forth in claim 7, wherein one playlist that is designated as a random/shuffle reproduction block includes a plurality of playitems.

9. A recording medium set forth in claim 1, wherein 5 information on the random/shuffle reproduction block is stored in the title management information.

10. A recording medium set forth in claim 1, wherein information on the random/shuffle reproduction block is stored in the playlist.

10 11. A recording medium set forth in claim 1, wherein the playitem is associated with a whole clip or a portion of clip based on clip information stored in a clip information directory.

12. A method for recording a data structure for managing random/shuffle reproduction of video data on a recording medium, 15 comprising the steps of:

recording at least one piece of title management information on the recording medium;

recording at least one playlist including at least one playitem in a playlist directory area on the recording medium; and

20 recording at least one clip associated with the playlist in a stream directory area on the recording medium, such that:

the title management information includes at least one segment that is associated with at least one playlist in the playlist directory area; and

25 each playitem in the playlist is a unit to be randomized or shuffled during random/shuffle reproduction mode.

13. A method for reproducing a recording medium having a data structure for managing random/shuffle reproduction of video data thereon, comprising the steps of:

30 reproducing one piece of title management information including at least one segment from the recording medium;

reproducing at least one playlist including at least one playitem from a playlist directory area on the recording medium, the playlist being associated with the segment; and

35 reproducing at least one clip associated with the playlist

from a stream directory area on the recording medium, wherein:
each playitem in the playlist is selected in random or
shuffle mode; and at least a portion of the clip corresponding to
the selected playitem is reproduced.

5 14. An apparatus for recording a data structure for managing
random/shuffle reproduction of video data on a recording medium,
comprising:

a drive for driving an optical recording means that records
data on the recording medium;

10 an encoder for encoding the video data; and

a controller for controlling the drive to record the encoded
video data on the recording medium, wherein:

15 the controller controls the drive to record at least one piece
of title management information on the recording medium, to record
at least one playlist including at least one playitem in a playlist
directory area on the recording medium, to record at least one clip
associated with the playlist in a stream directory area on the
recording medium, such that

20 the title management information includes at least one segment,
the segment being associated with at least one playlist in the
playlist directory area, each playitem in the playlist being a unit
to be randomized or shuffled during random/shuffle reproduction mode.

25 15. An apparatus for reproducing a recording medium having a
data structure for managing random/shuffle reproduction of video
data thereon, comprising:

a drive for driving an optical reproducing means that
reproduces data recorded on the recording medium; and

30 a controller for controlling the drive to reproduce one piece
of title management information including at least one segment from
the recording medium, to reproduce a playlist associated with the
segment and having at least one playitem from a playlist directory
area on the recording medium, to reproduce at least one clip
associated with the playlist from a stream directory area on the
recording medium; wherein:

35 each playitem in the playlist is selected in random or

shuffle mode; and at least a portion of the clip corresponding to the selected playitem is reproduced.

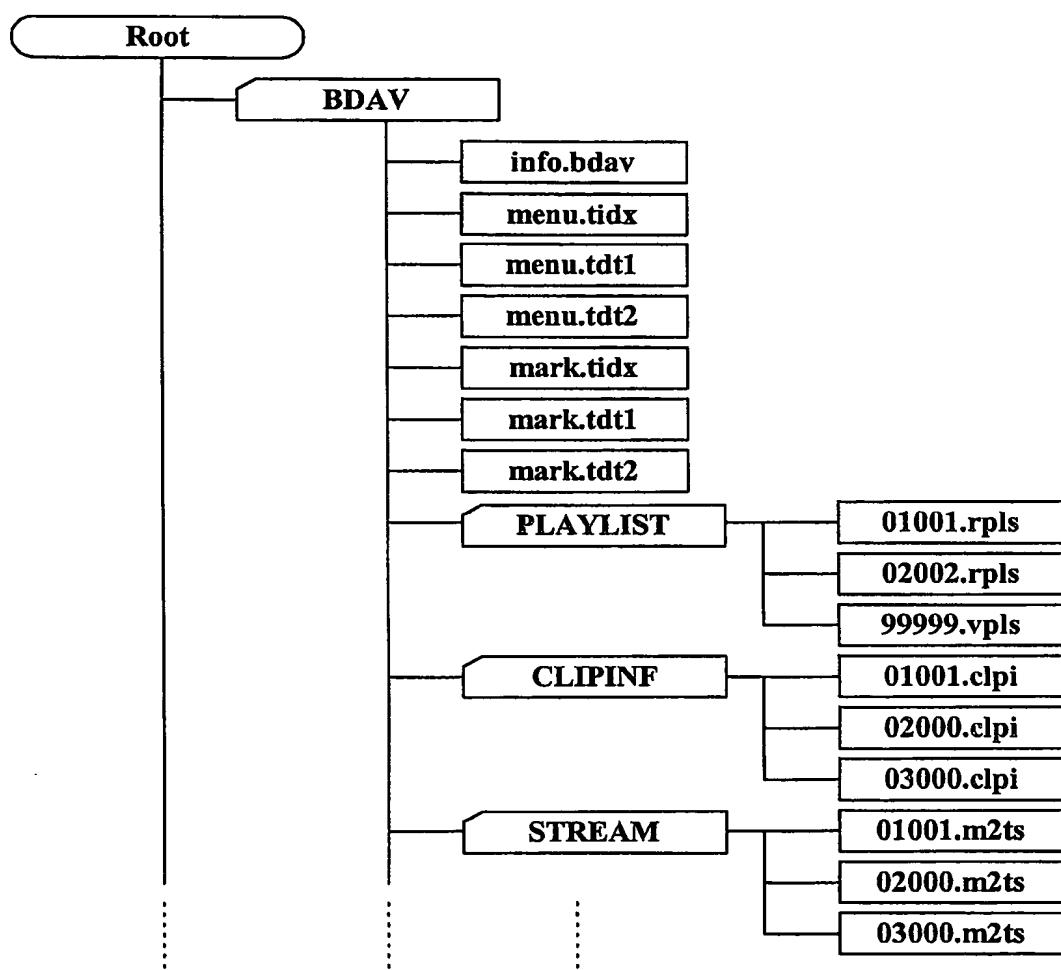
FIG. 1

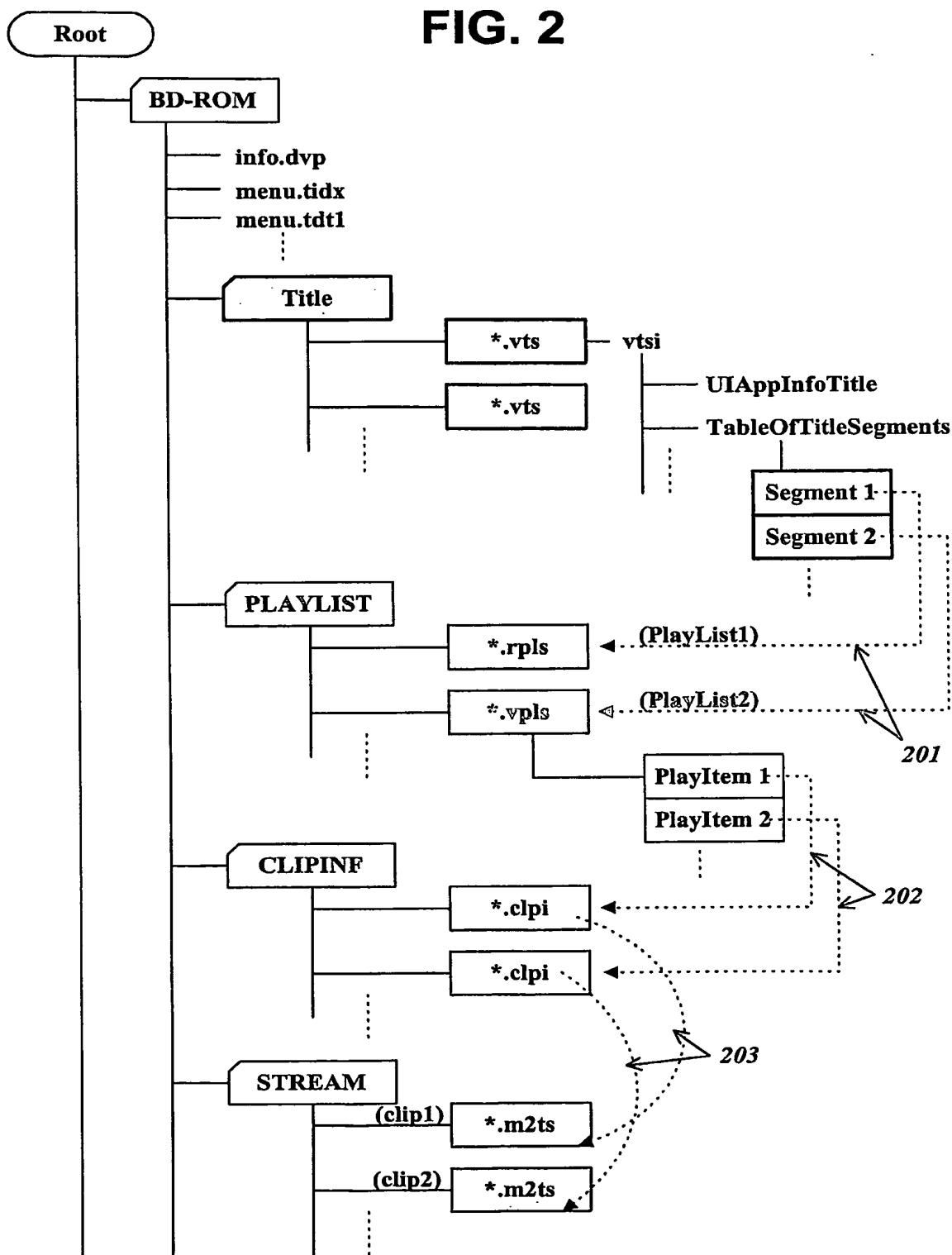
FIG. 2

FIG. 3

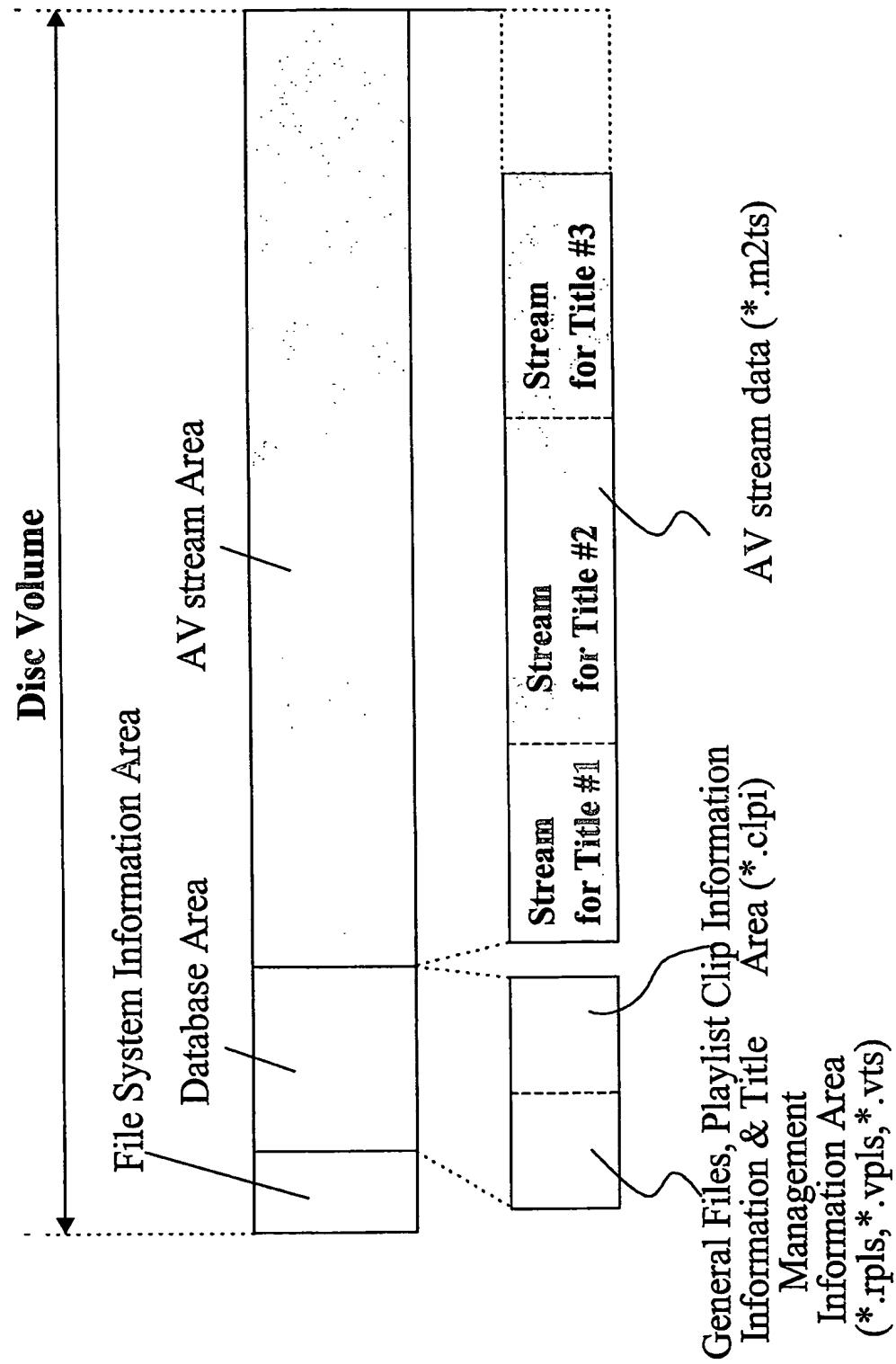


FIG. 4

Title #2 (Title in Full Profile or 2nd Title in Core Profile)

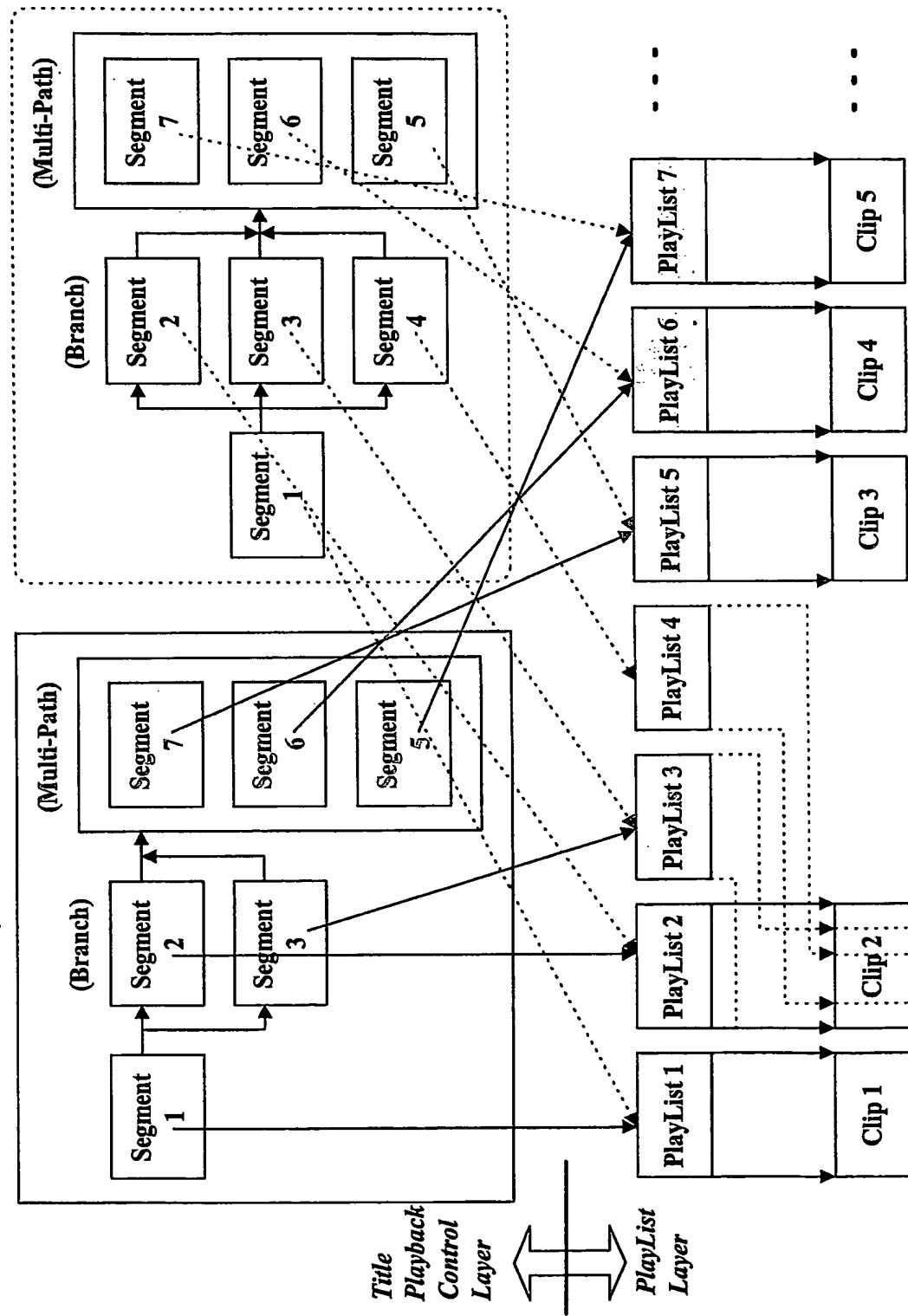


FIG. 5

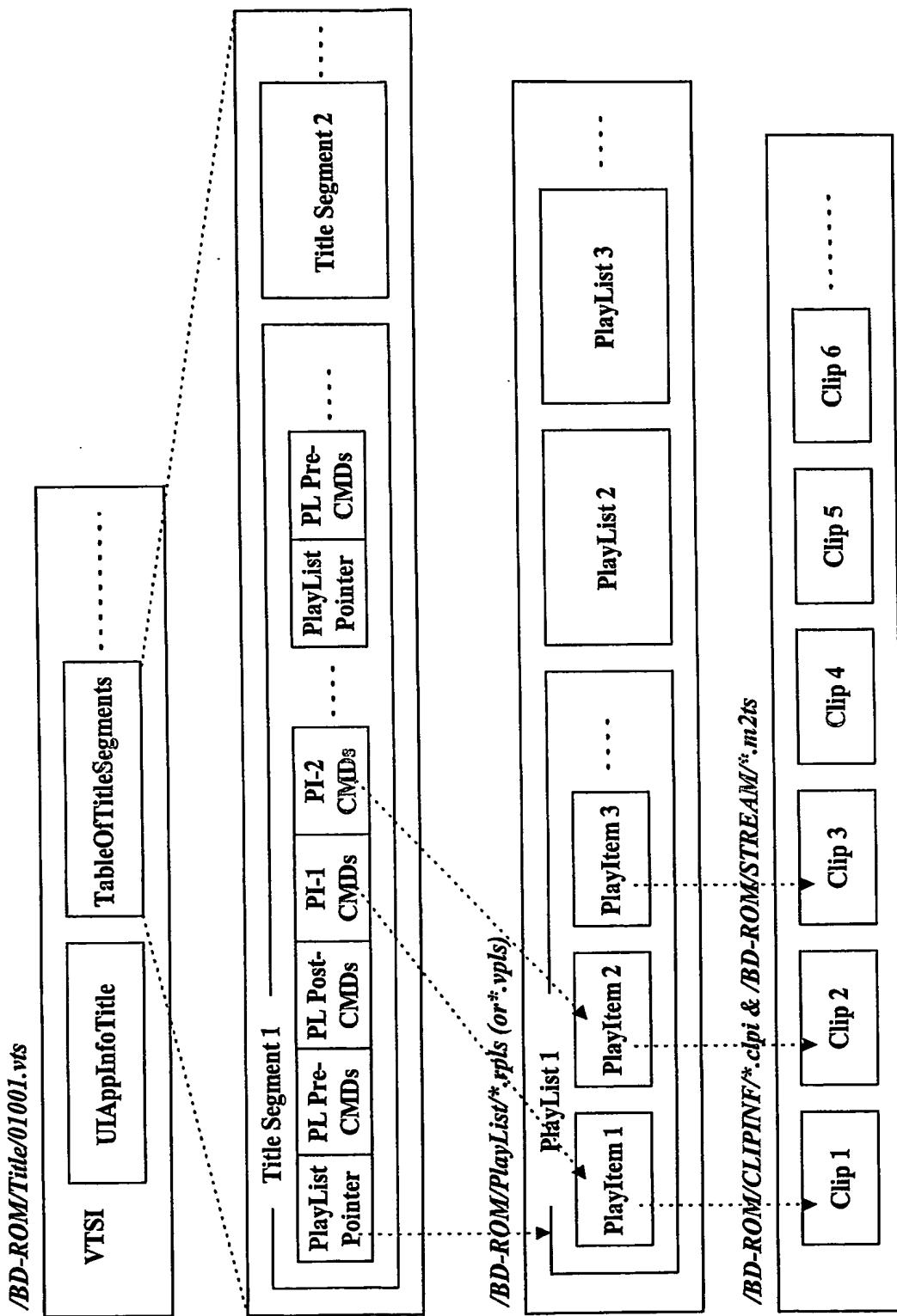


FIG. 6

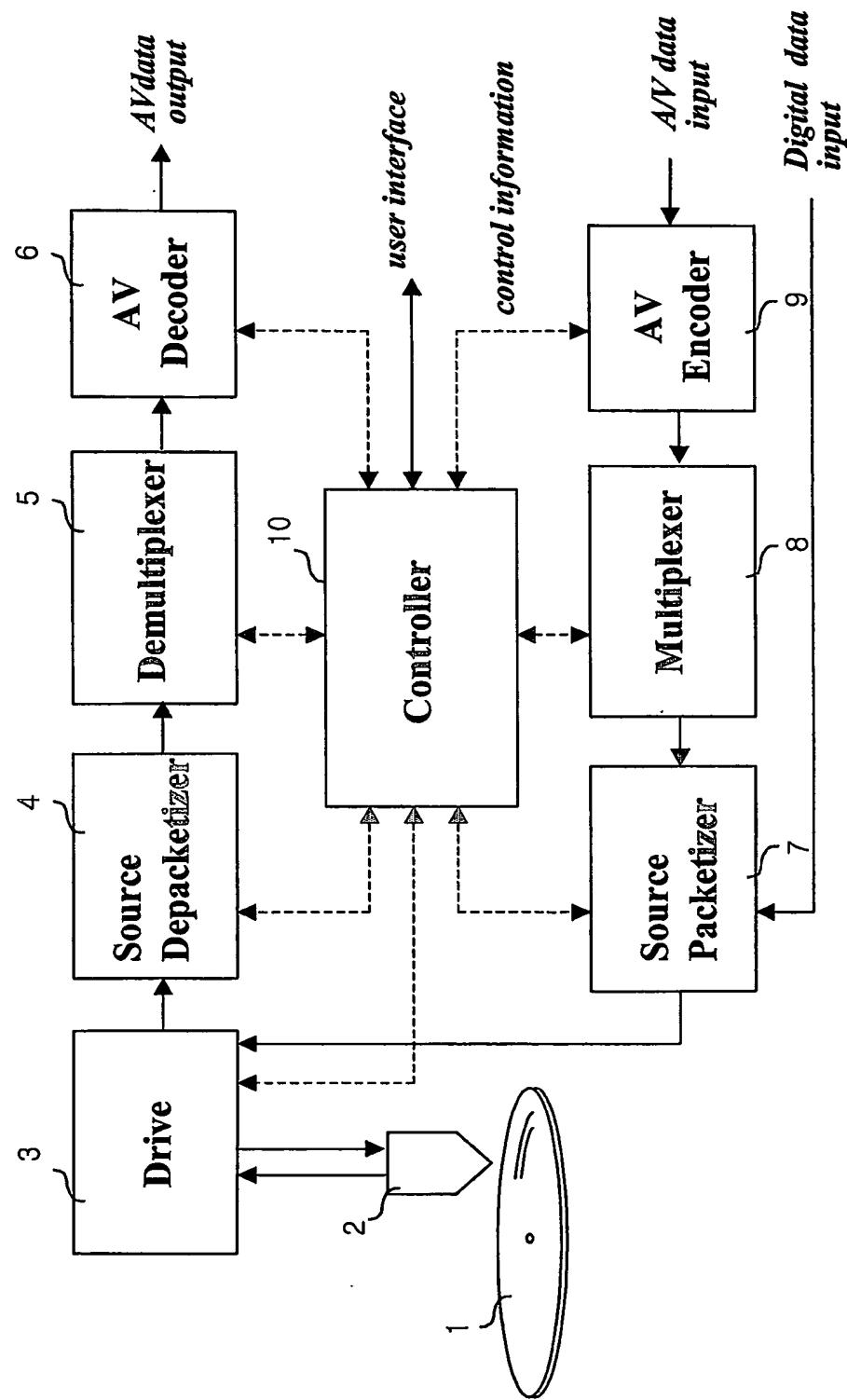


FIG. 7

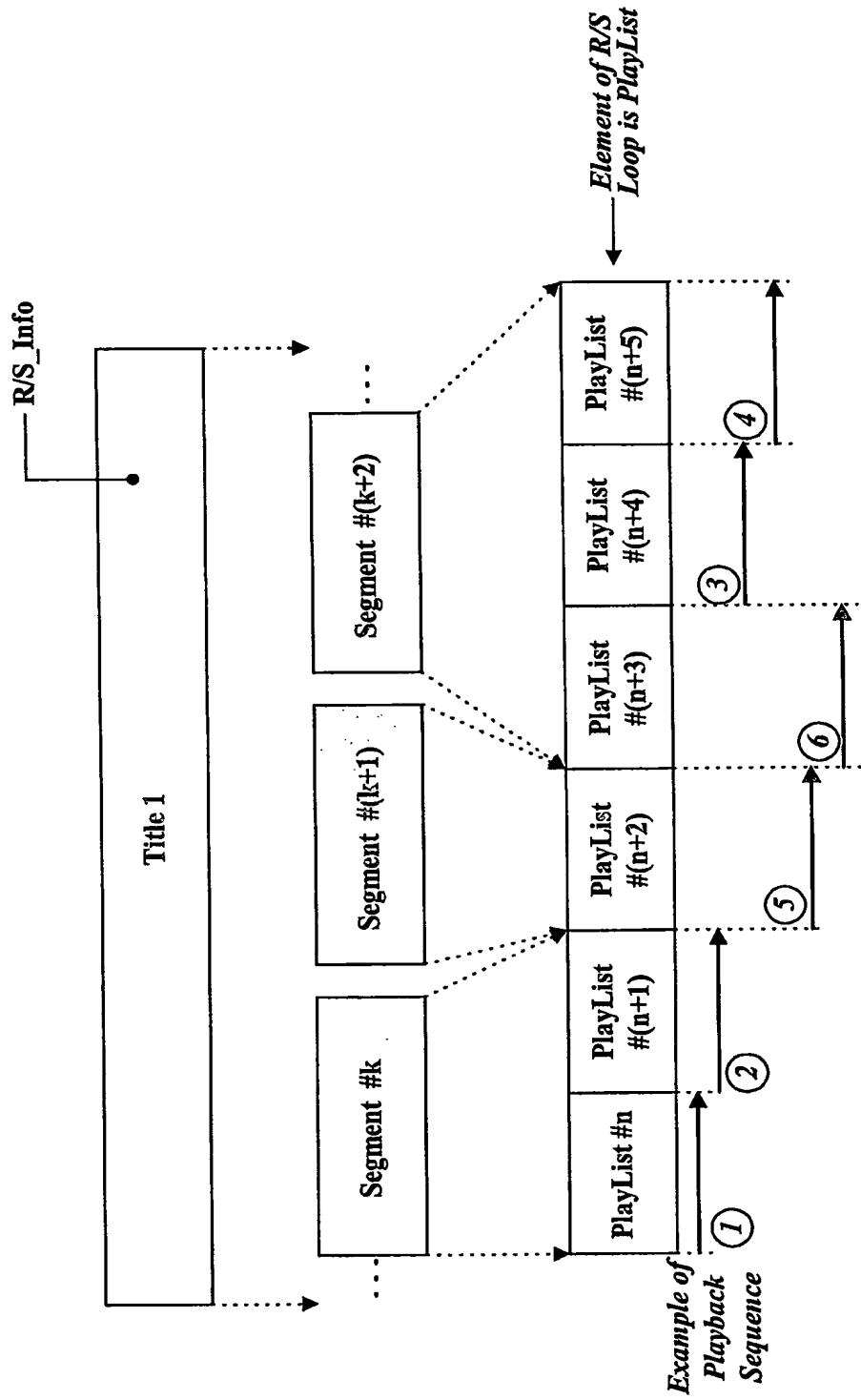


FIG. 8

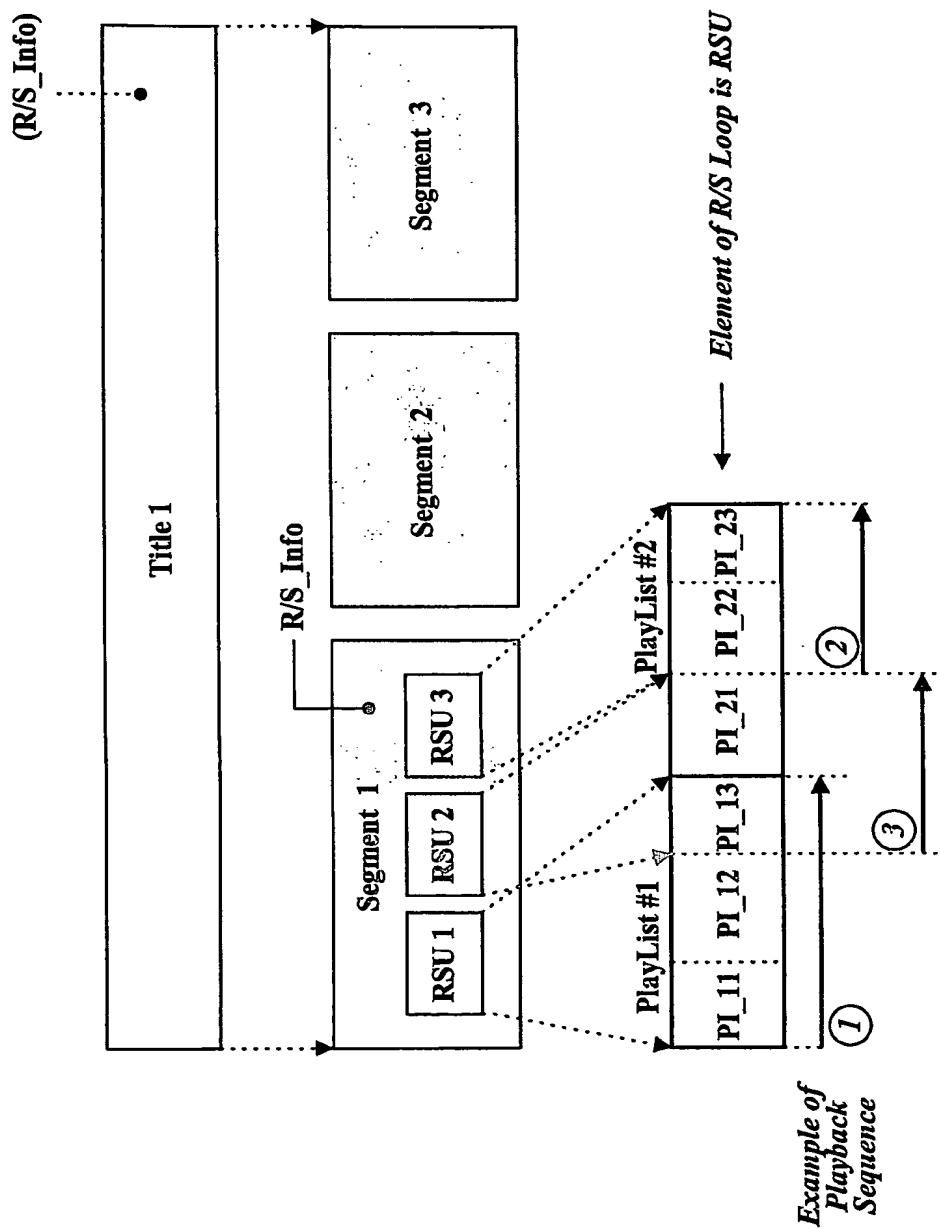


FIG. 9

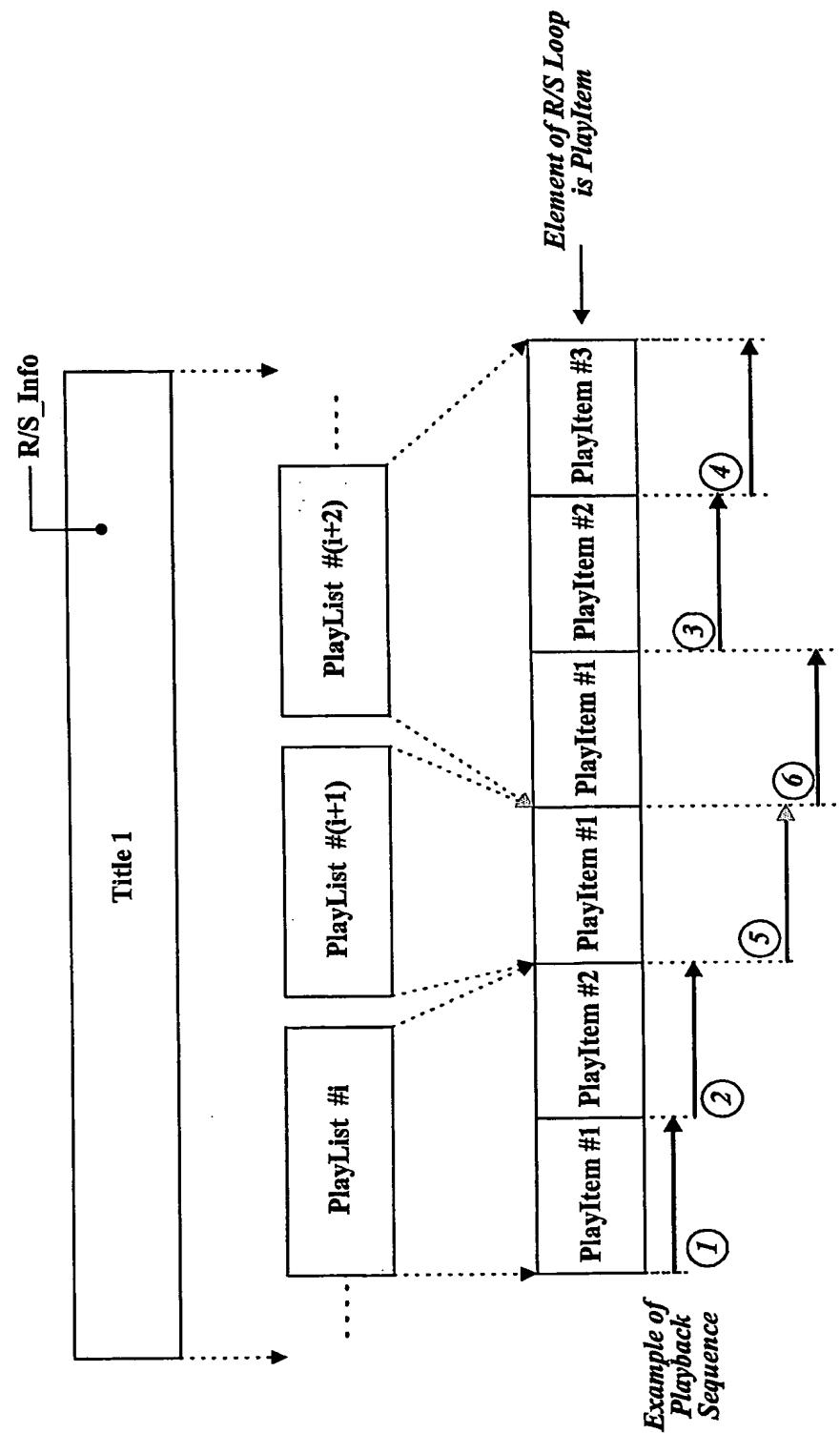
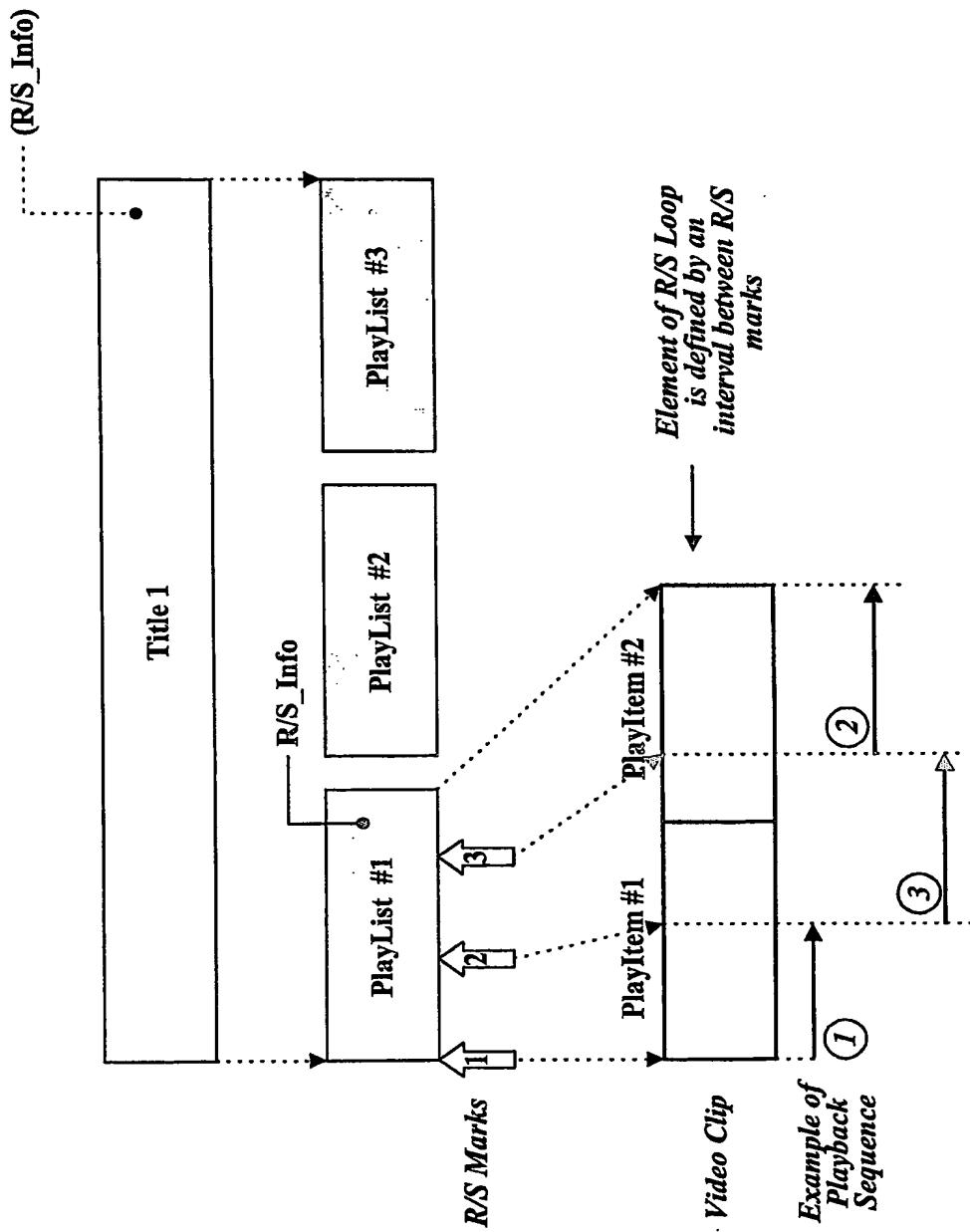


FIG. 10



INTERNATIONAL SEARCH REPORT

In - national application No.
PCT/KR2004/000384

A. CLASSIFICATION OF SUBJECT MATTER

IPC7 G11B 7/004

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

G11B 7/00-7/24, G11B20/00-20/24

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched
KOREAN PATENTS AND APPLICATIONS FOR INVENTIONS SINCE 1983.

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)
WPI,PAJ"MULTI","PATH","SEGMENT","PLAY-LIST""PLAY-ITEM"

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
P,X	WO 2004-1750 (LG ELECTRONICS CO.LTD.) 31 DEC. 2003 See the whole document.	1, 12, 13, 14, 15
P,X	WO 2004-1728 (LG ELECTRONICS CO.LTD.) 31 DEC. 2003 See the whole document.	1,12, 13, 14, 15
P,X	WO 2004-1752 (LG ELECTRONICS CO. LTD.) 31 DEC. 2003 See the whole document.	1, 12, 13, 14, 15
P,X	WO 2004-1754 (LG ELECTRONICS CO.LTD.) 31 DEC. 2003 See the whole document.	1, 12, 13, 14, 15
P,X	WO 2004-1753 (LG ELECTRONICS CO.LTD.) 31 DEC. 2003 See the whole document.	1, 12, 13, 14, 15
A	JP 13-157145 (SONY CORP.) 08 JUN. 2001	1

Further documents are listed in the continuation of Box C.

See patent family annex.

- * Special categories of cited documents:
- "A" document defining the general state of the art which is not considered to be of particular relevance
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- "O" document referring to an oral disclosure, use, exhibition or other means
- "P" document published prior to the international filing date but later than the priority date claimed

- "T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
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- "Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art
- "&" document member of the same patent family

Date of the actual completion of the international search
11 JUNE 2004 (11.06.2004)

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INTERNATIONAL SEARCH REPORT
Information on patent family members

International application No.
PCT/KR2004/000384

Patent document cited in search report	Publication date	Patent family member(s)	Publication date
woo 2004-1750	31 DEC. 2003	WO 2004-1751	11 JUN 2003
		WO 2004-1752	11 JUN 2003
		WO 2004-1753	18 JUN 2003
		WO 2004-1754	18 JUN 2003
		US 2003-235406	11 JUN 2003
		US 2003-235403	11 JUN 2003
		US 2003-235404	11 JUN 2003
		US 2003-235405	11 JUN 2003